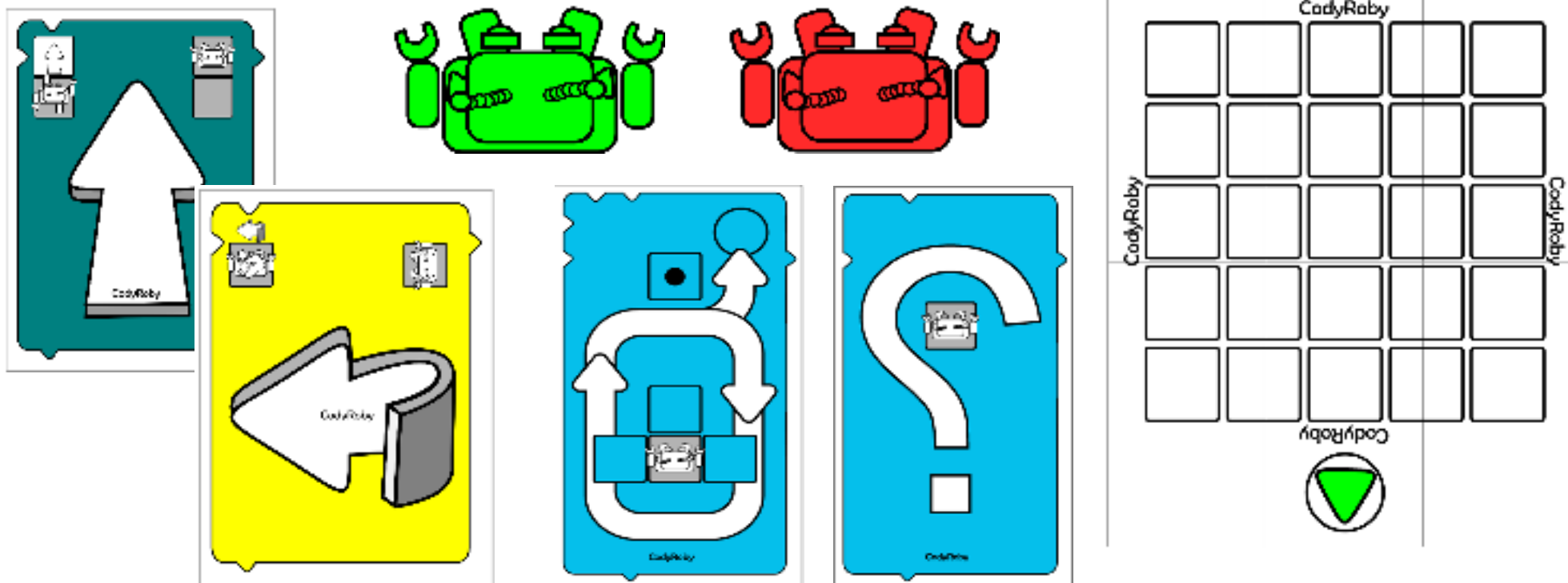


Coding unplugged: Cody Roby!

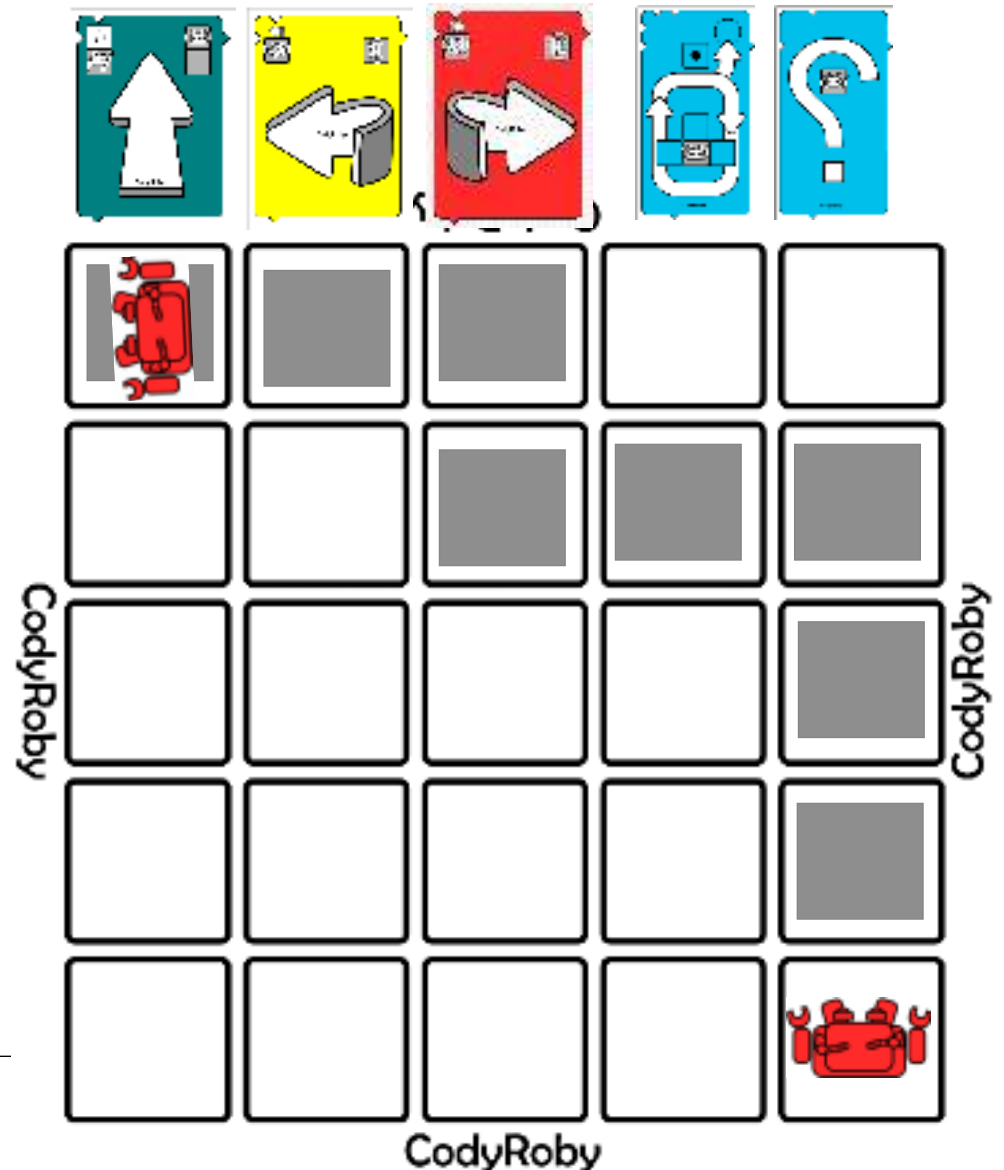
Sul sito si trovano carte, pedine, sensori, scacchiera da stampare e tutte le istruzioni per giocare.



Cody Roby: un esempio

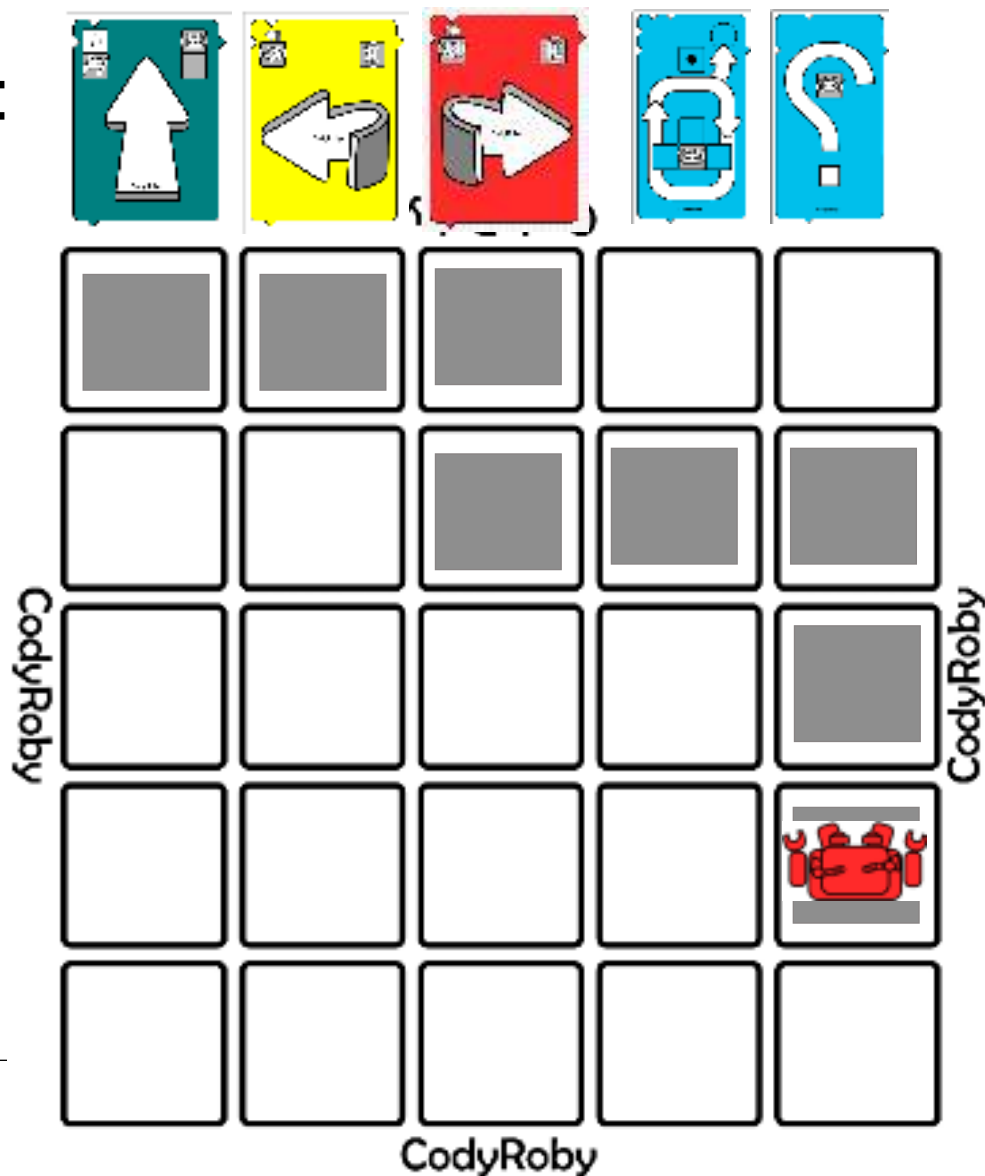
I PERCORSO

Una squadra (Cody)
“programma” un percorso,
lo passa a un'altra
squadra (Roby) che deve
eseguirlo.



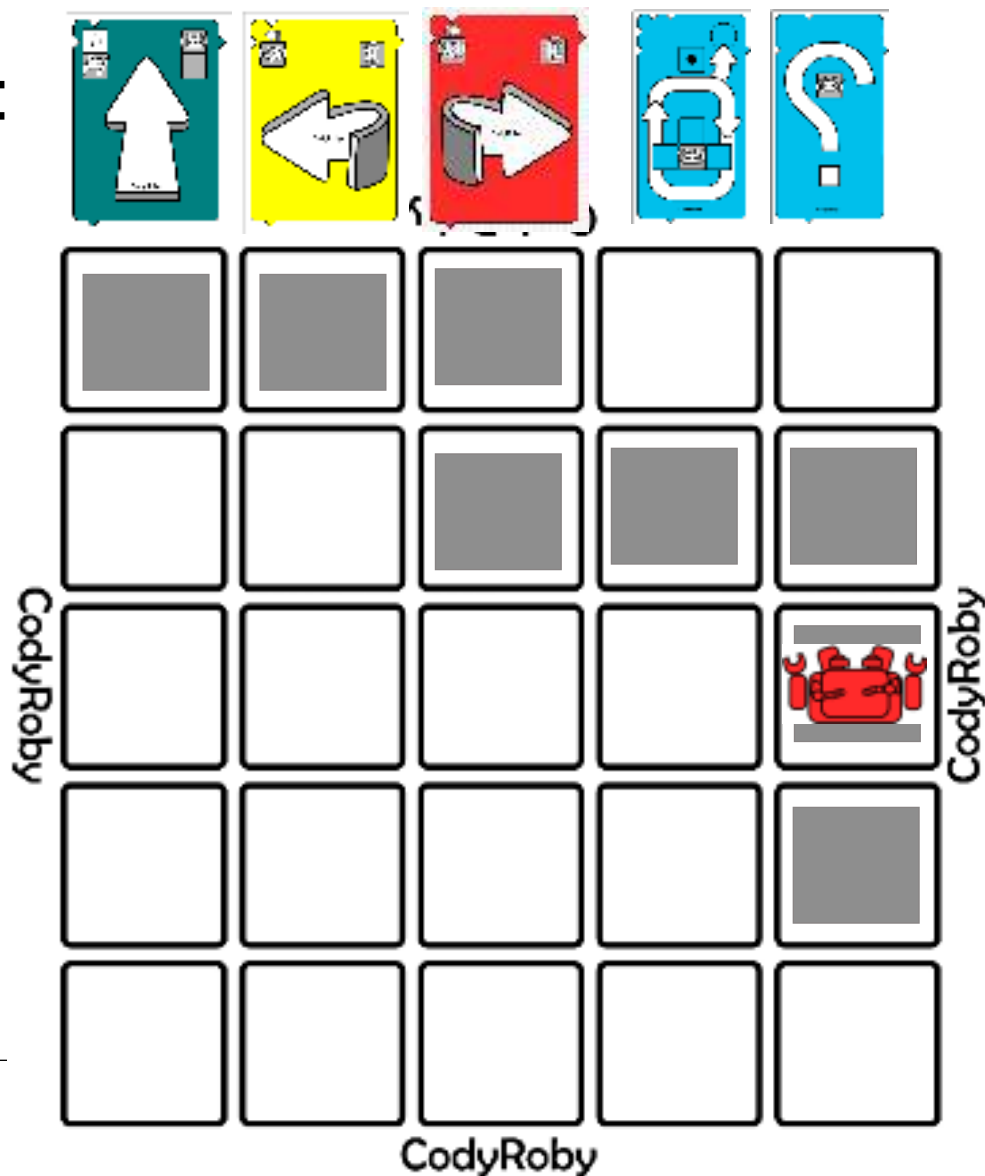
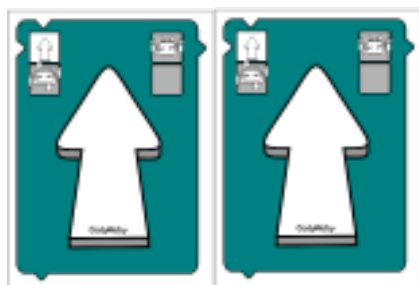
Cody Roby: un esempio

Programmiamo il percorso:



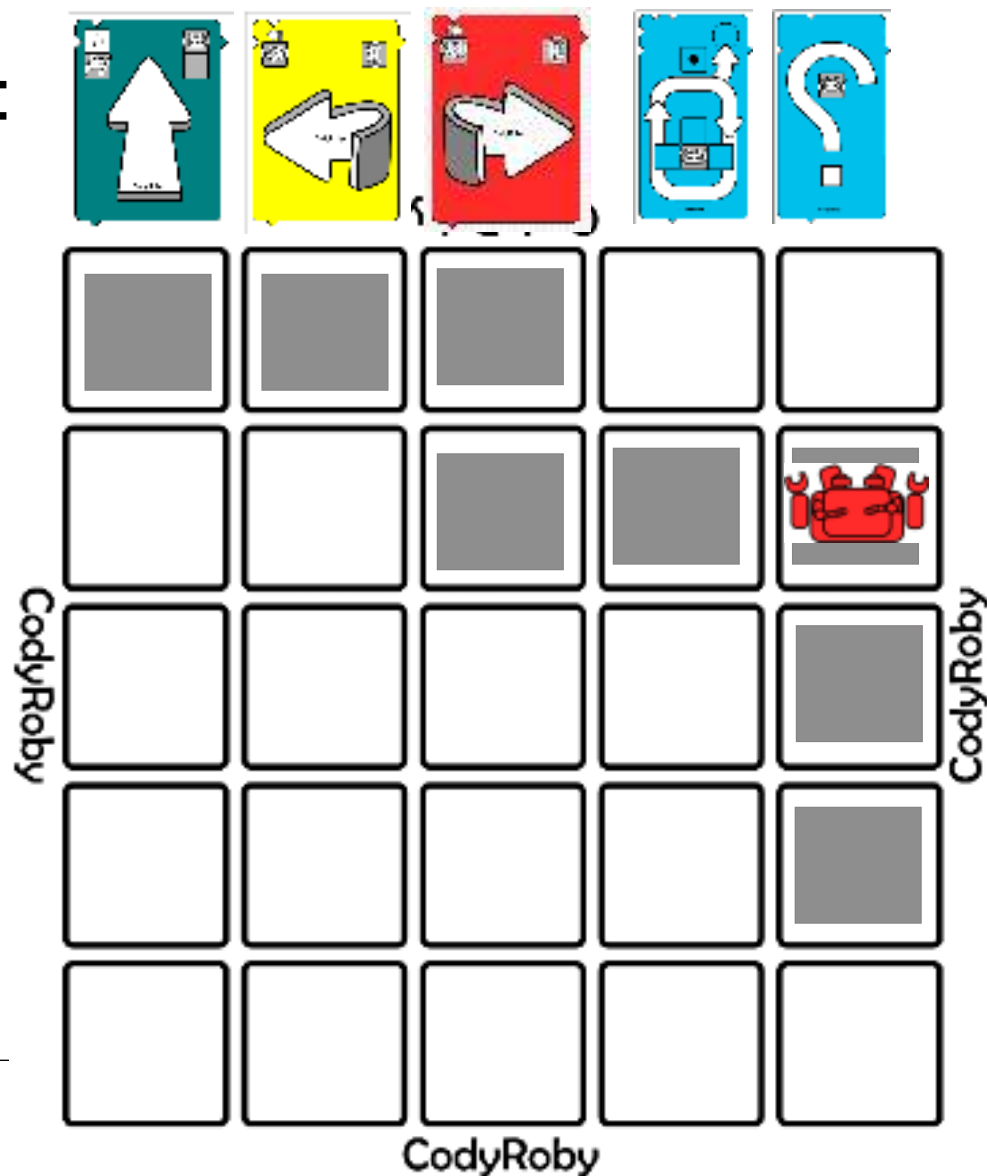
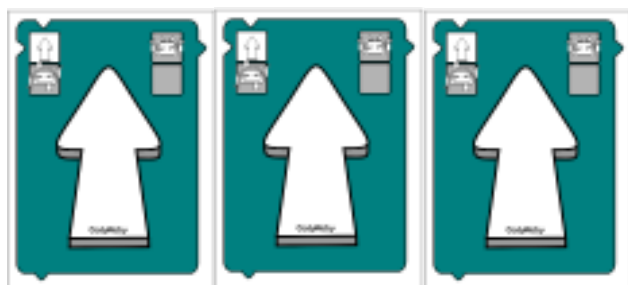
Cody Roby: un esempio

Programmiamo il percorso:



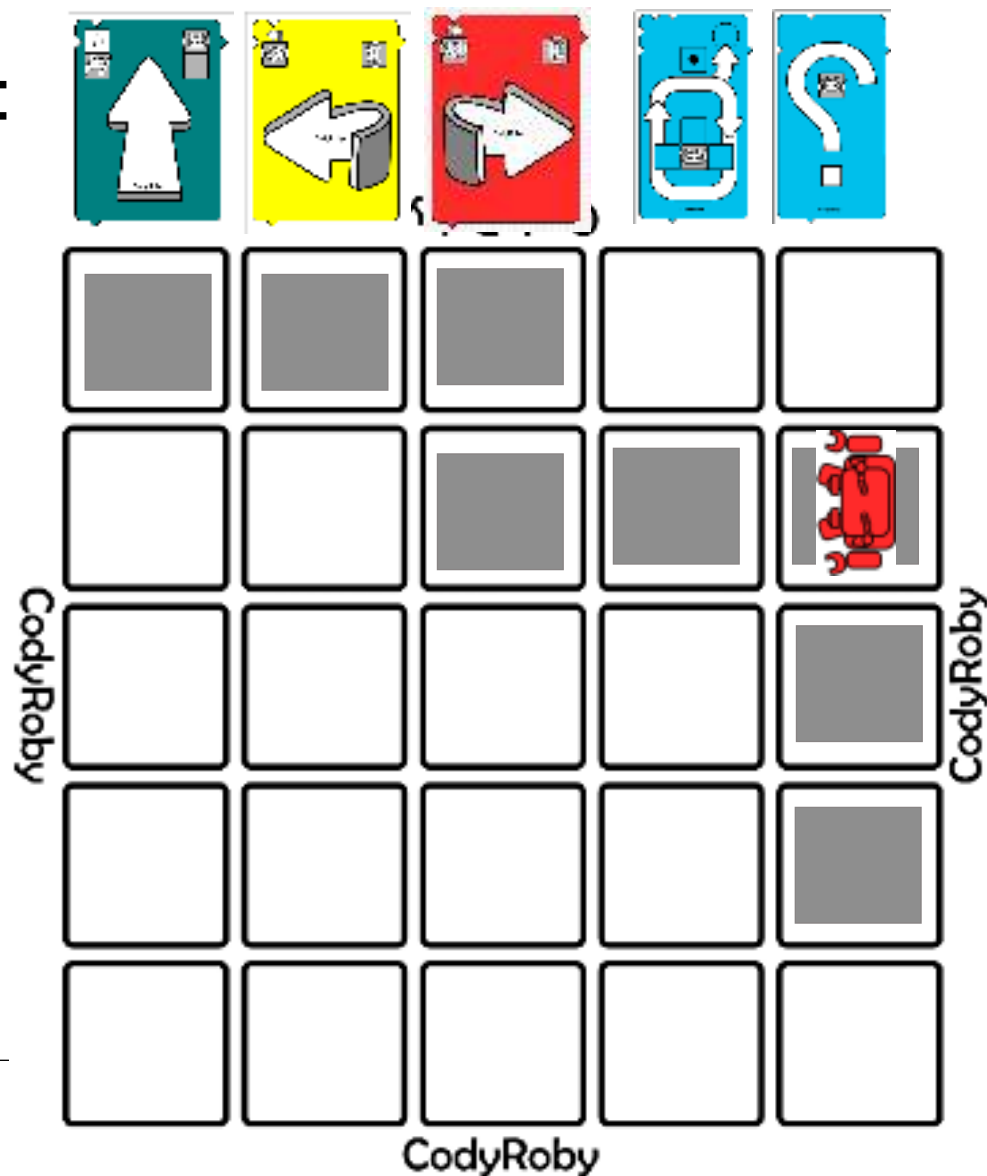
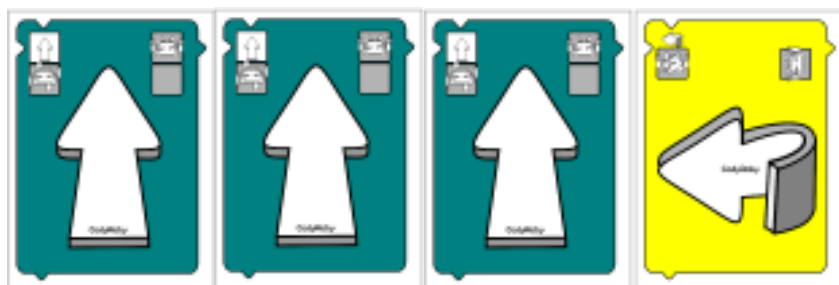
Cody Roby: un esempio

Programmiamo il percorso:



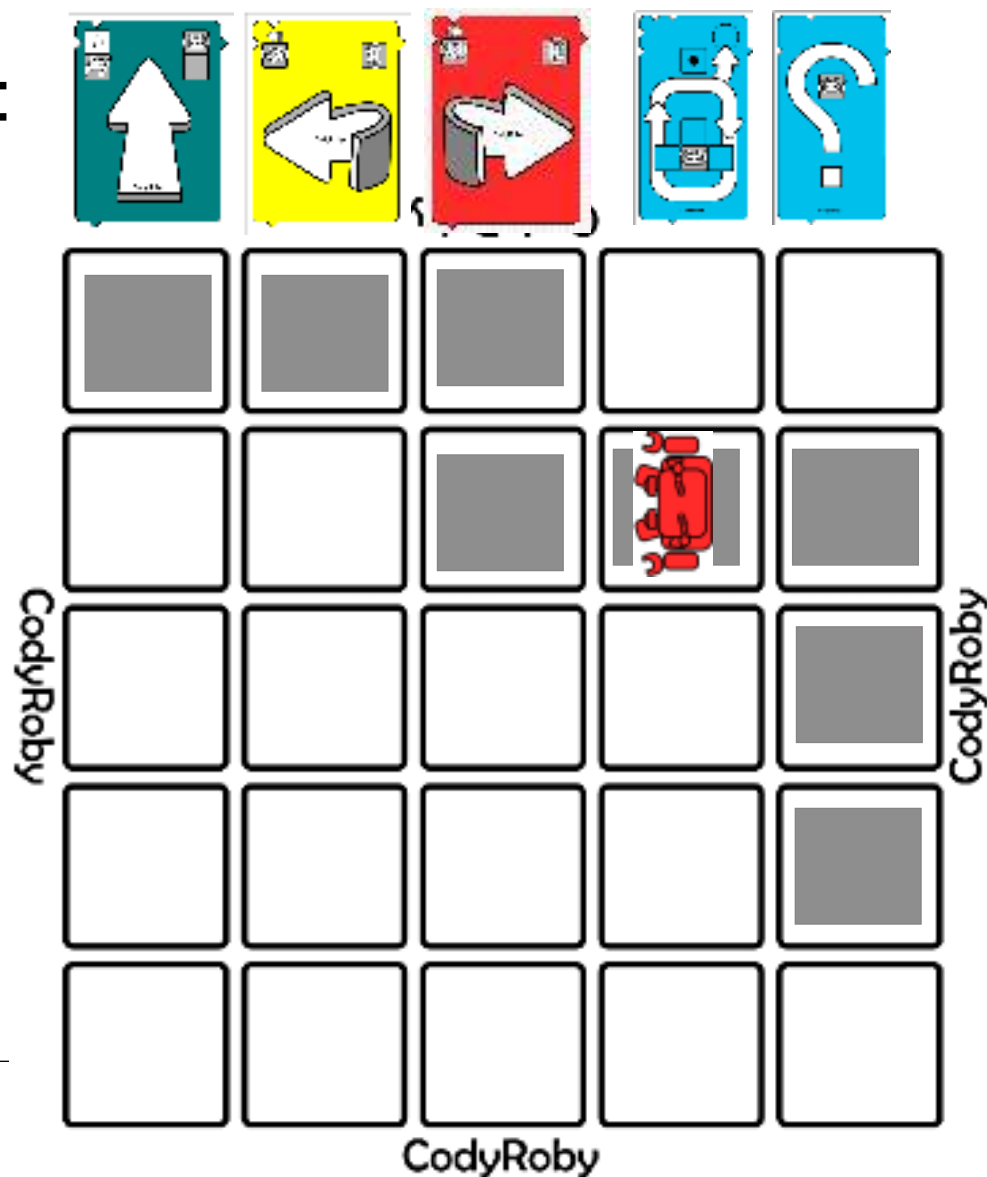
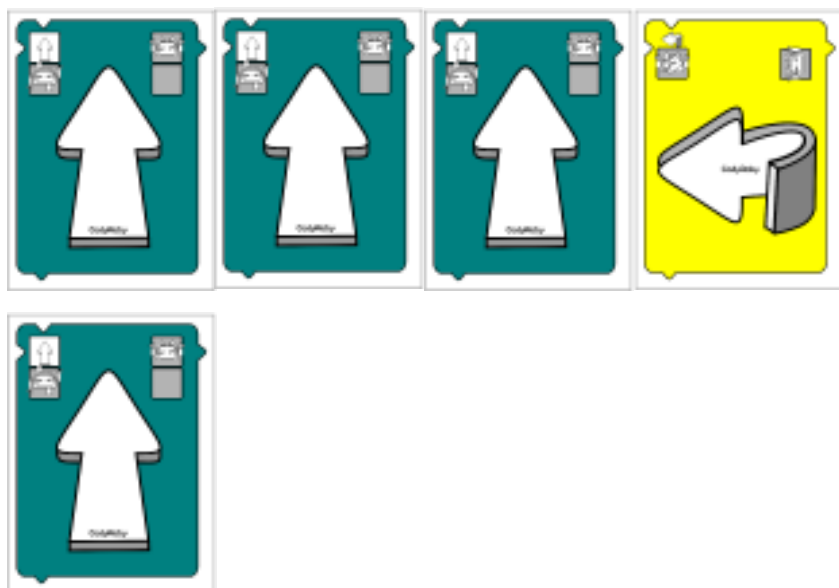
Cody Roby: un esempio

Programmiamo il percorso:



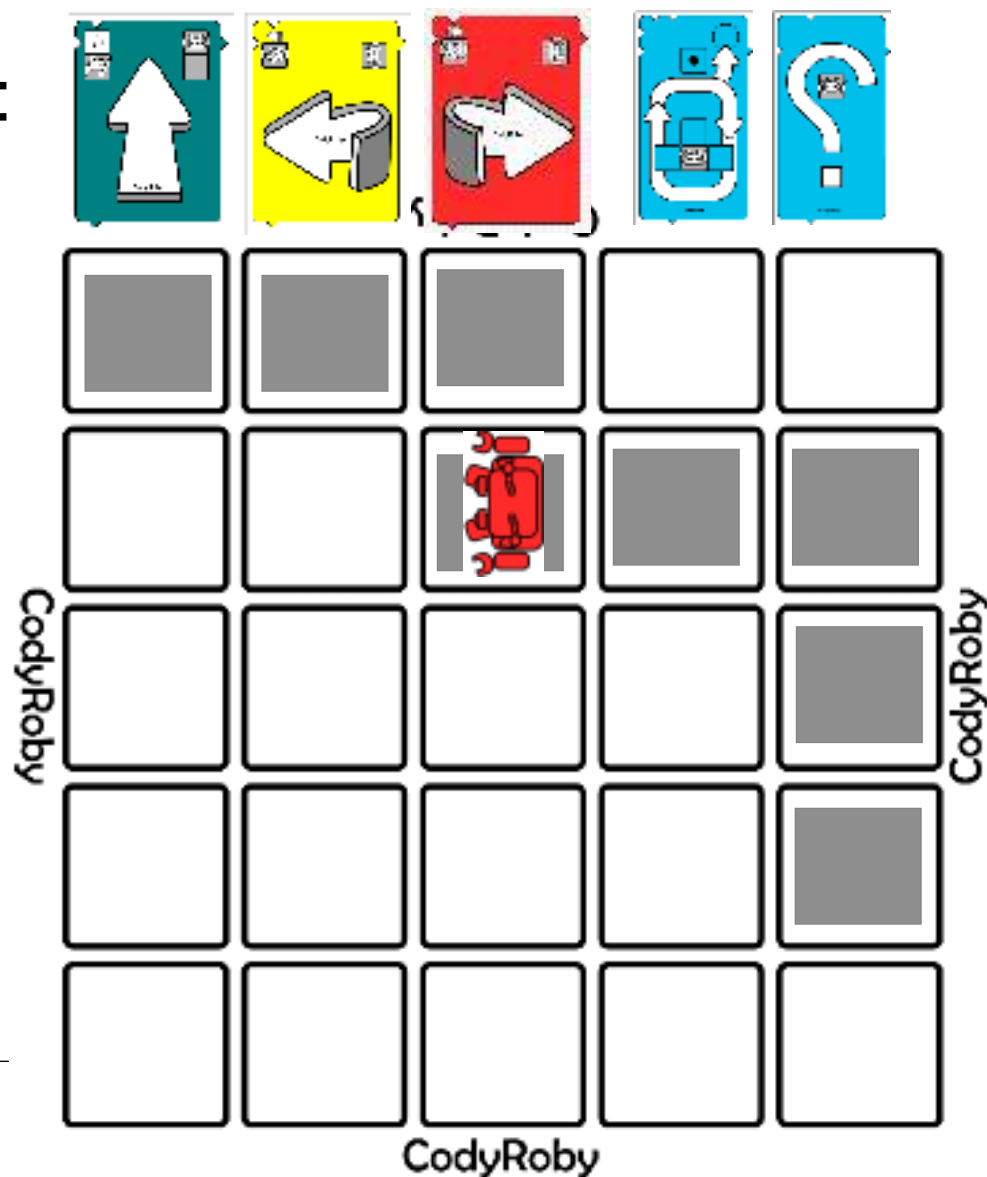
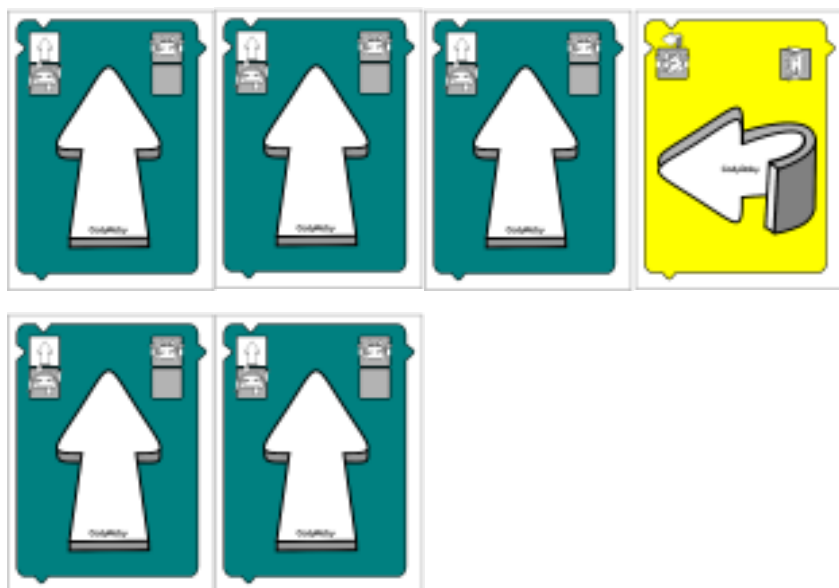
Cody Roby: un esempio

Programmiamo il percorso:



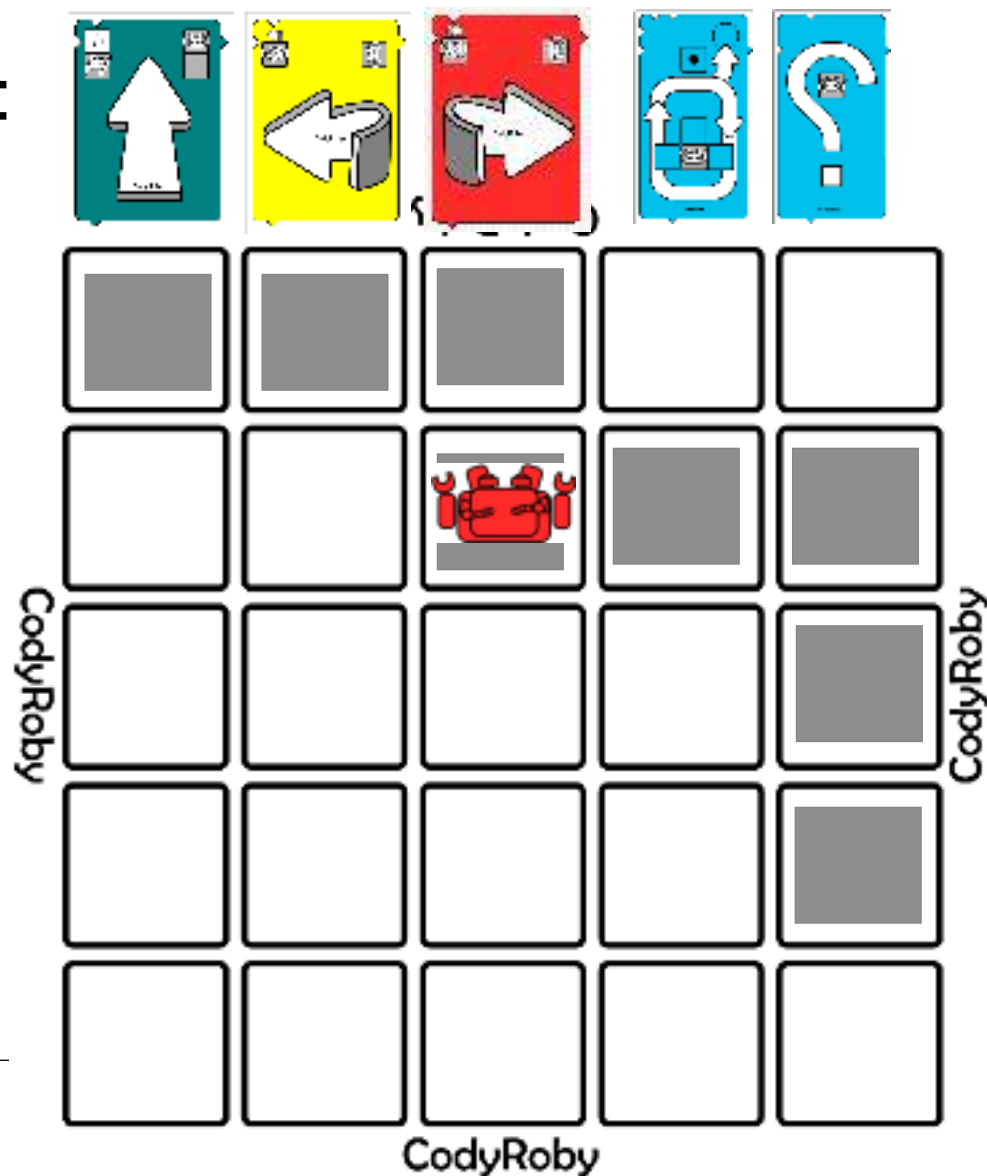
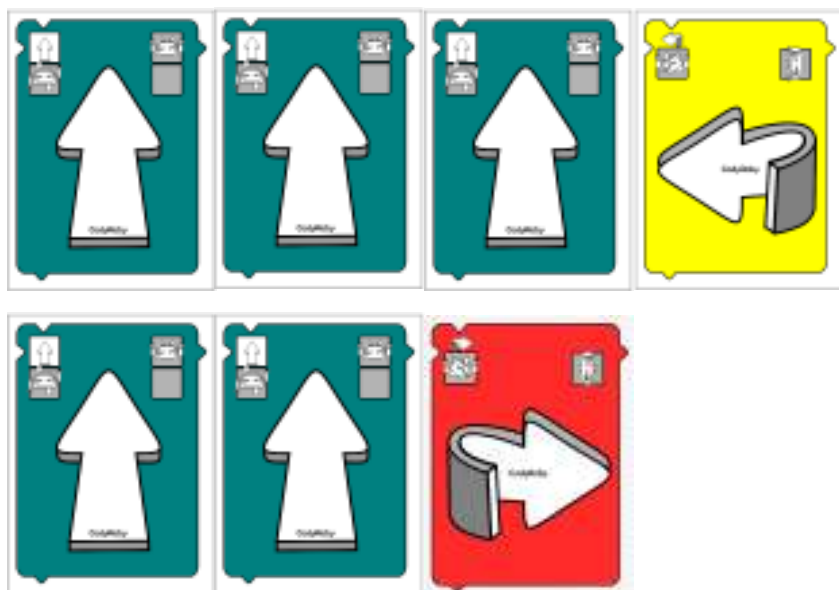
Cody Roby: un esempio

Programmiamo il percorso:



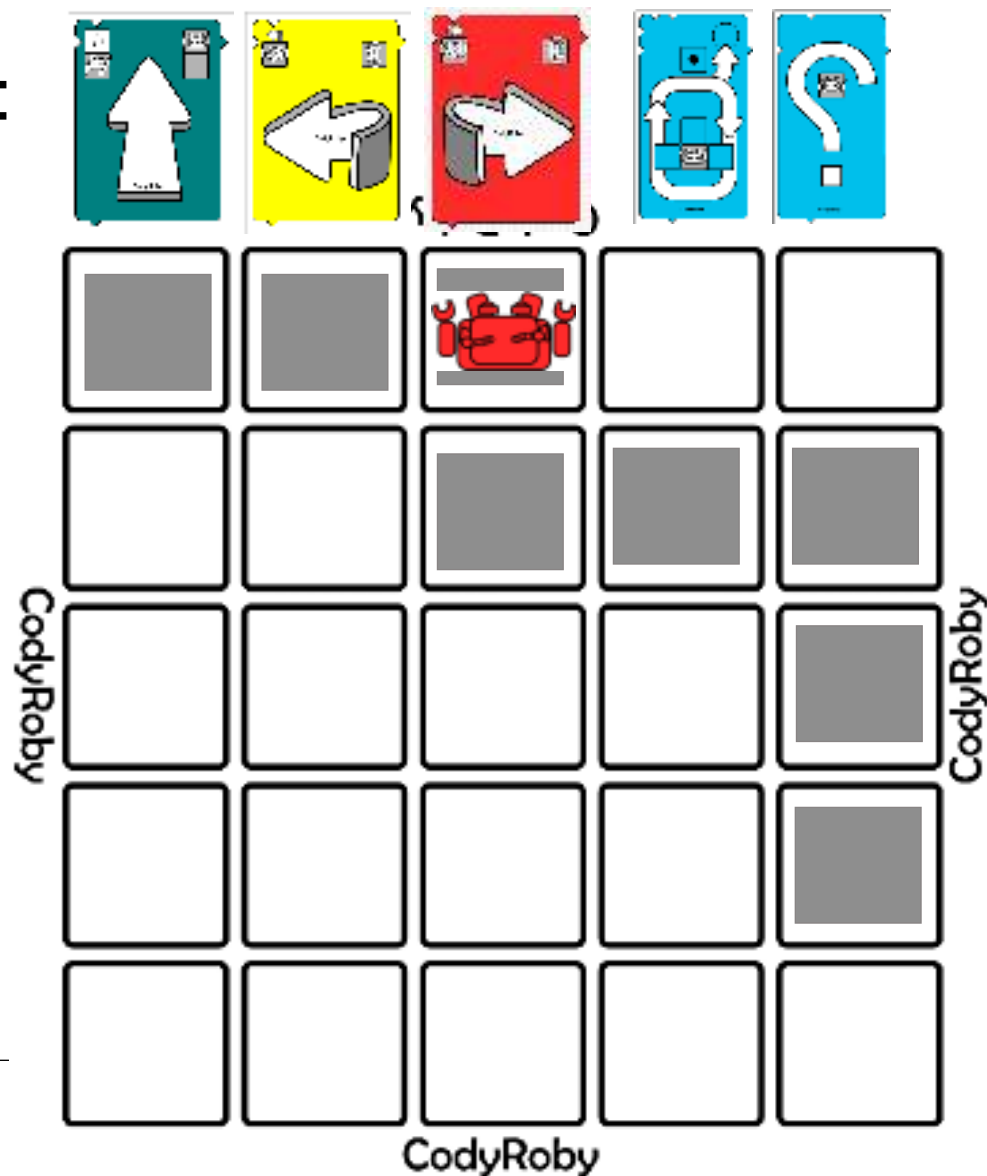
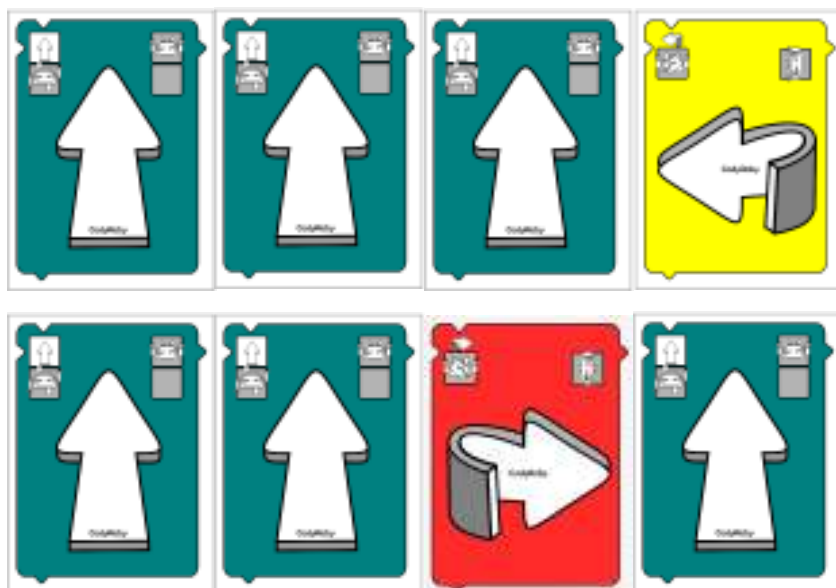
Cody Roby: un esempio

Programmiamo il percorso:



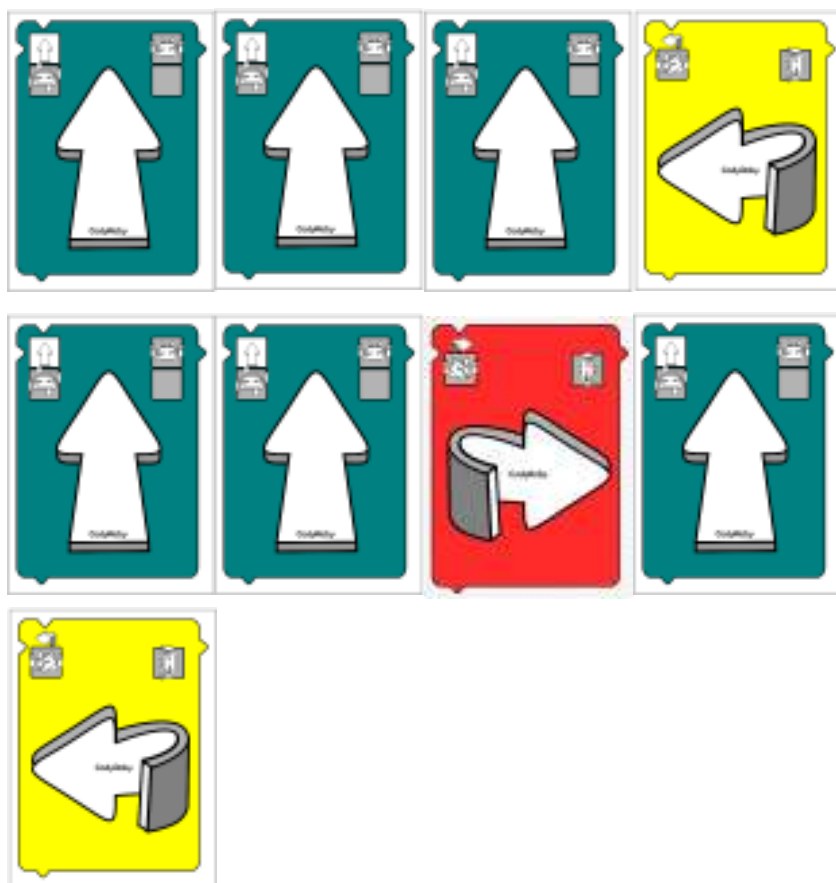
Cody Roby: un esempio

Programmiamo il percorso:

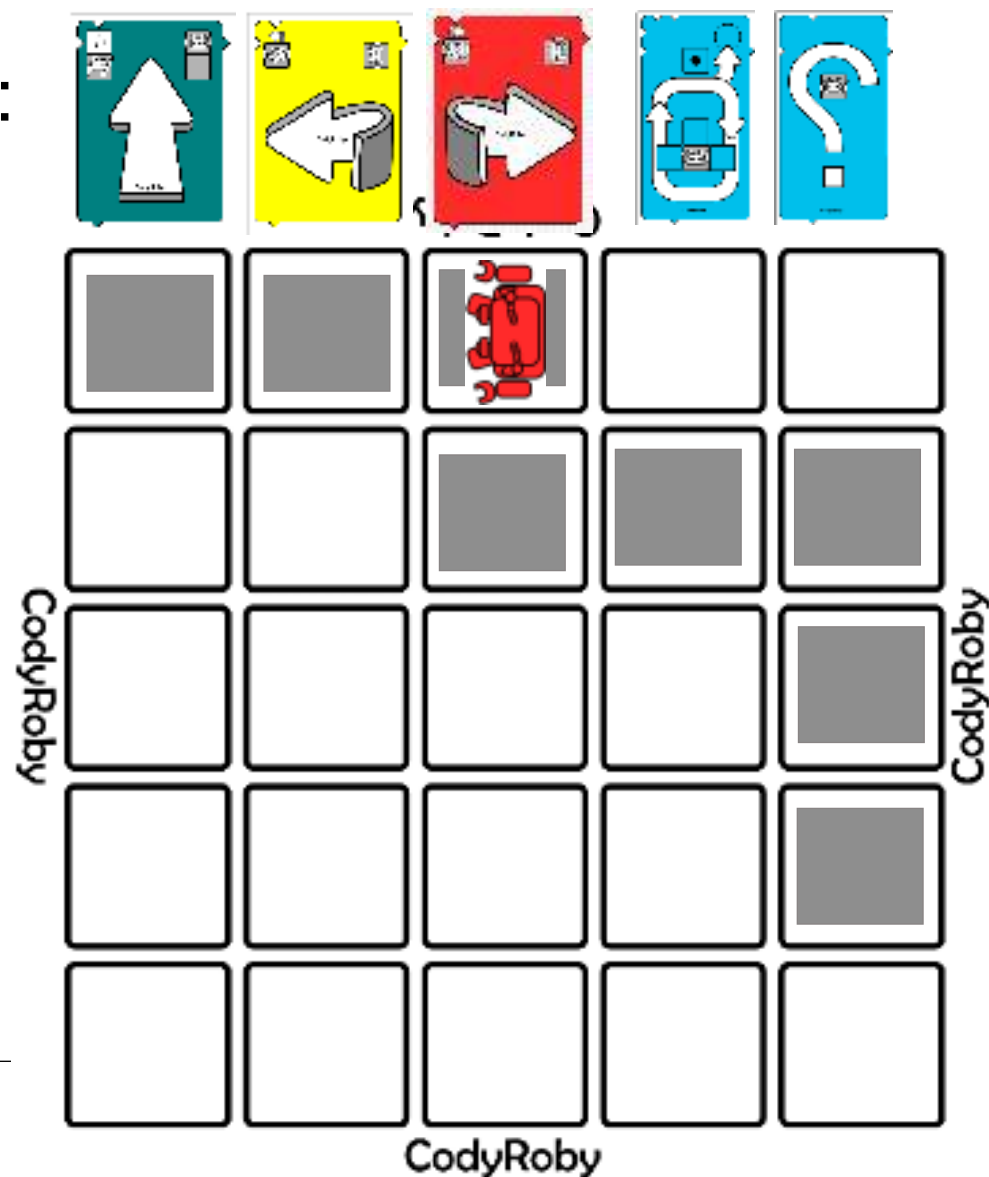


Cody Roby: un esempio

Programmiamo il percorso:

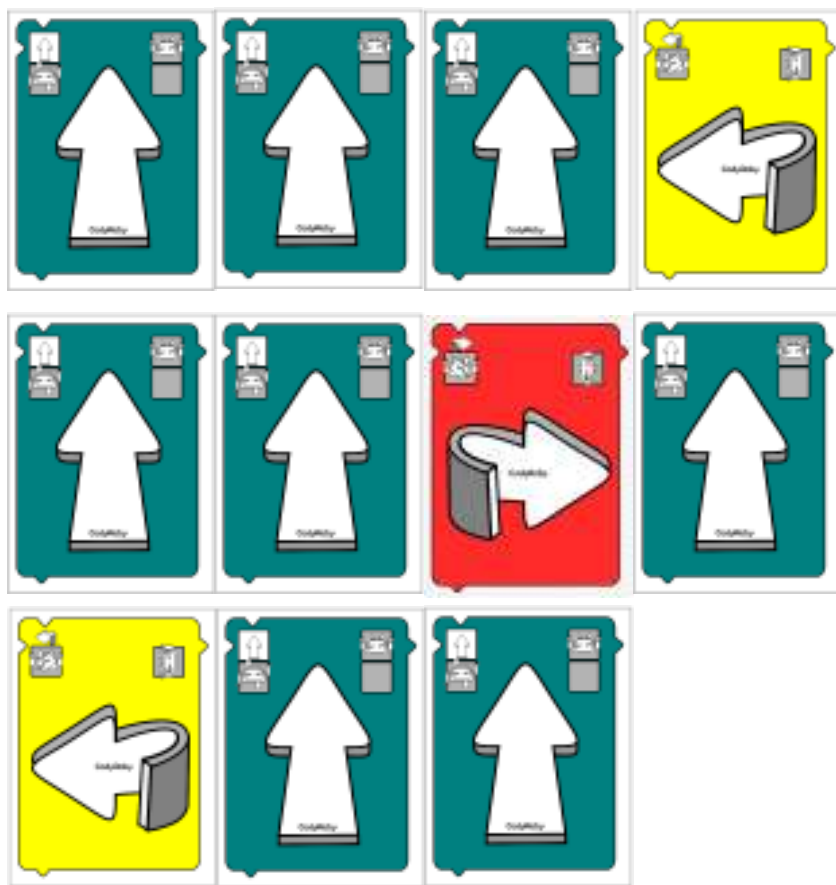


Coding unplugged: se il computer non c'è!

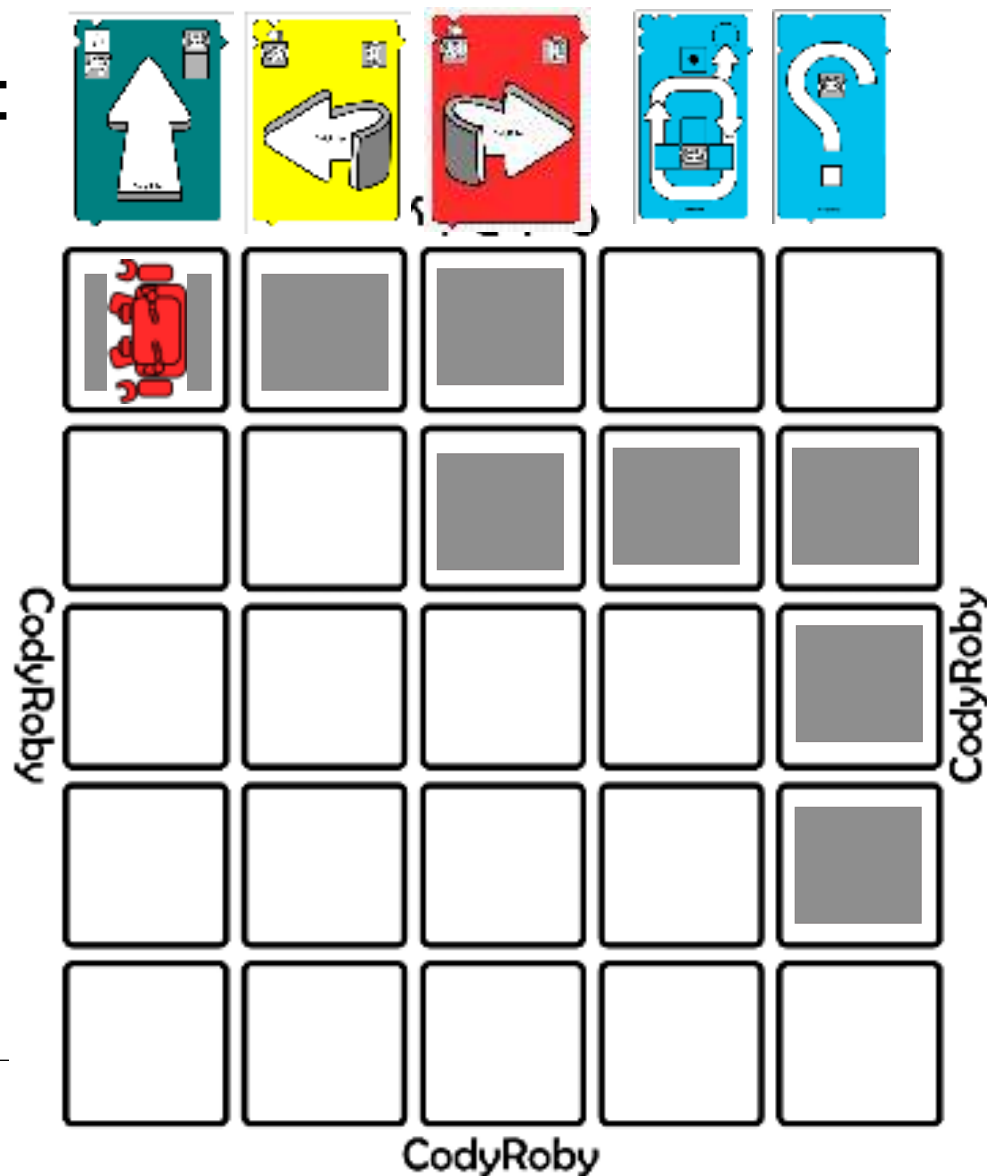


Cody Roby: un esempio

Programmiamo il percorso:

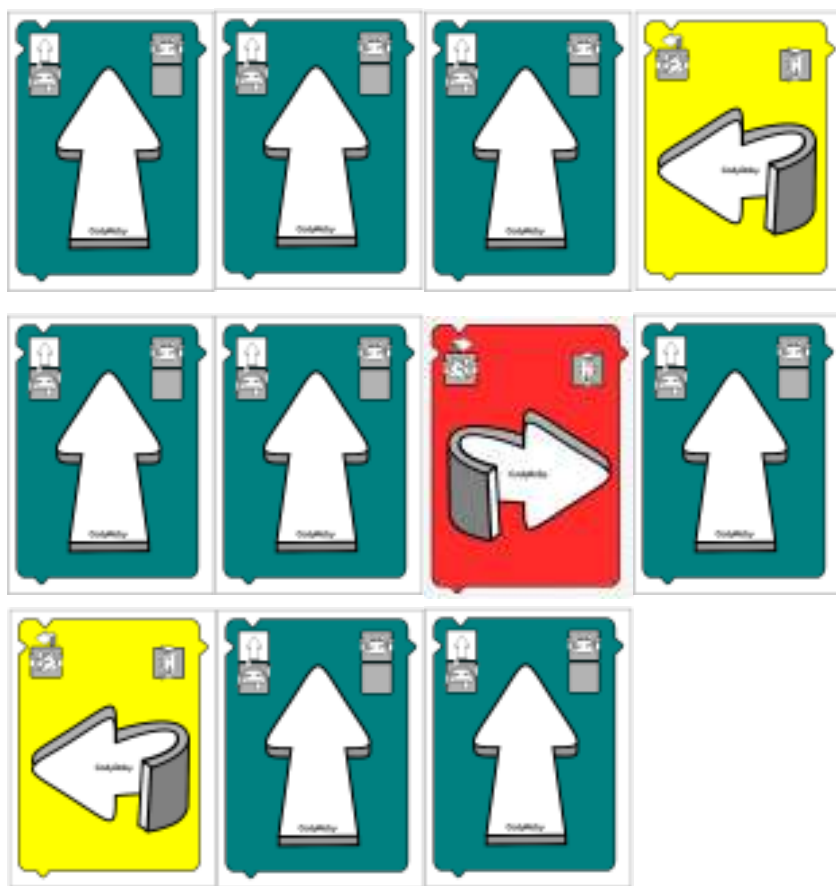


Coding unplugged: se il computer non c'è!

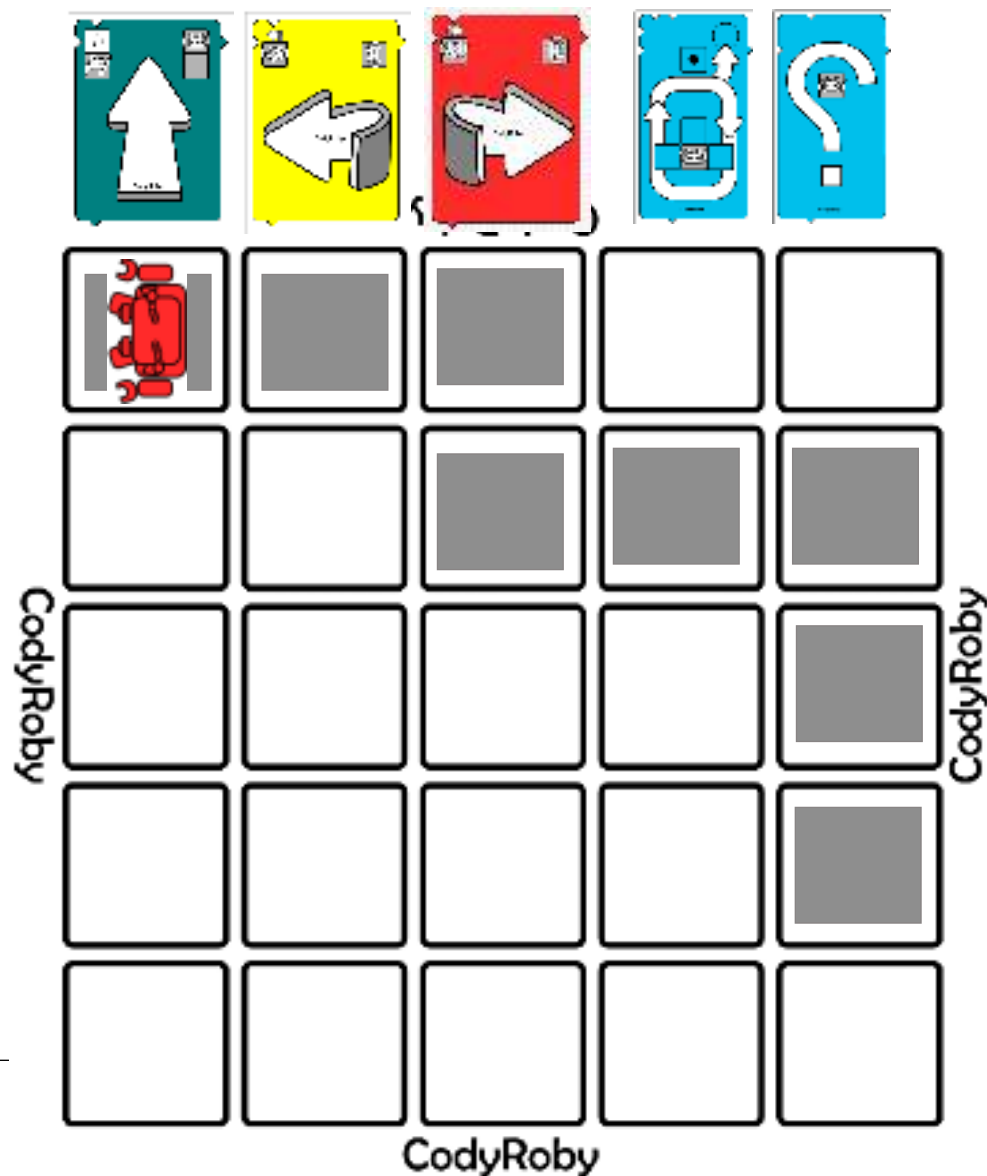


Cody Roby: le istruzioni cicliche

Le istruzioni cicliche:

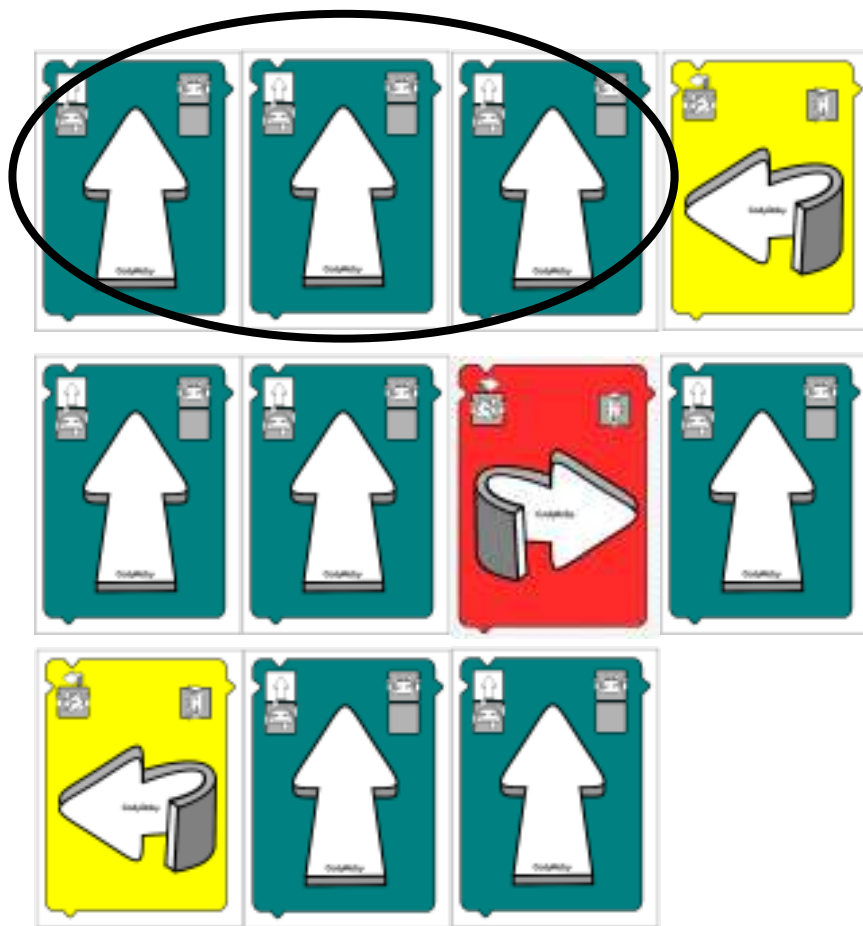


Coding unplugged: se il computer non c'è!

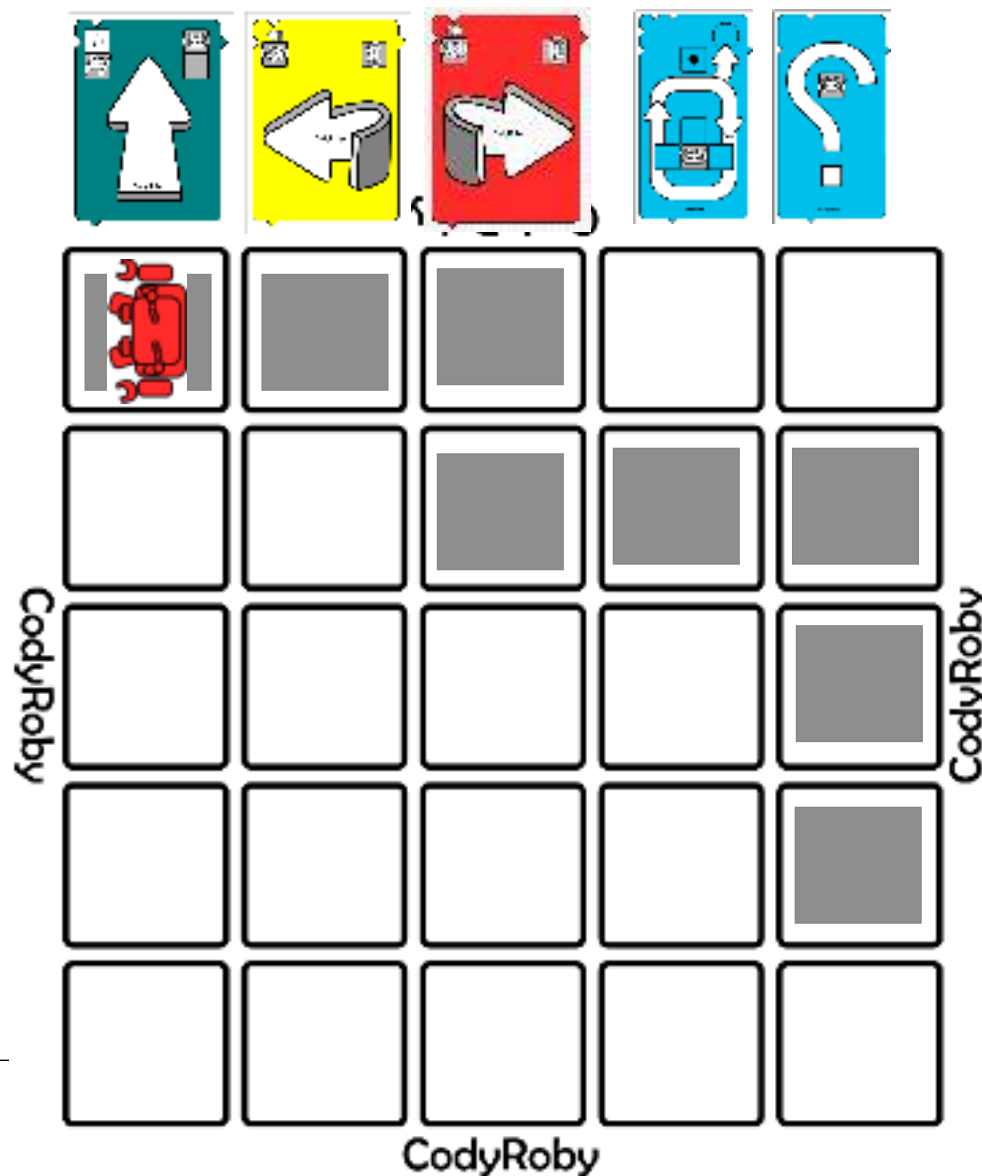


Cody Roby: le istruzioni cicliche

Le istruzioni cicliche:

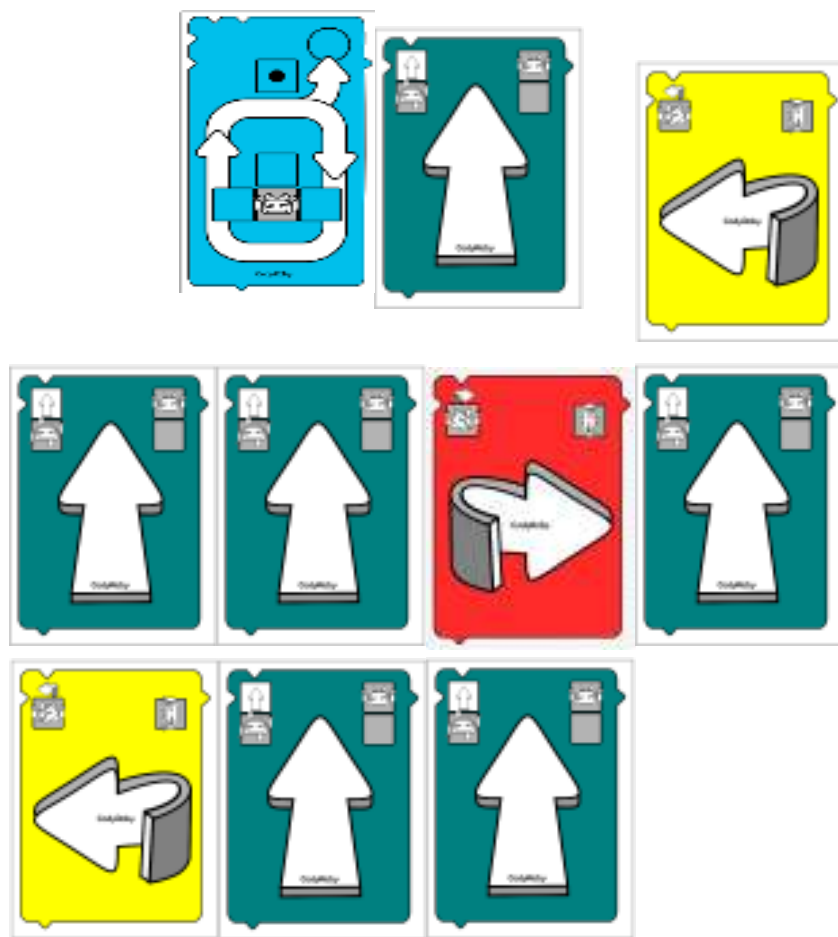


Coding unplugged: se il computer non c'è!

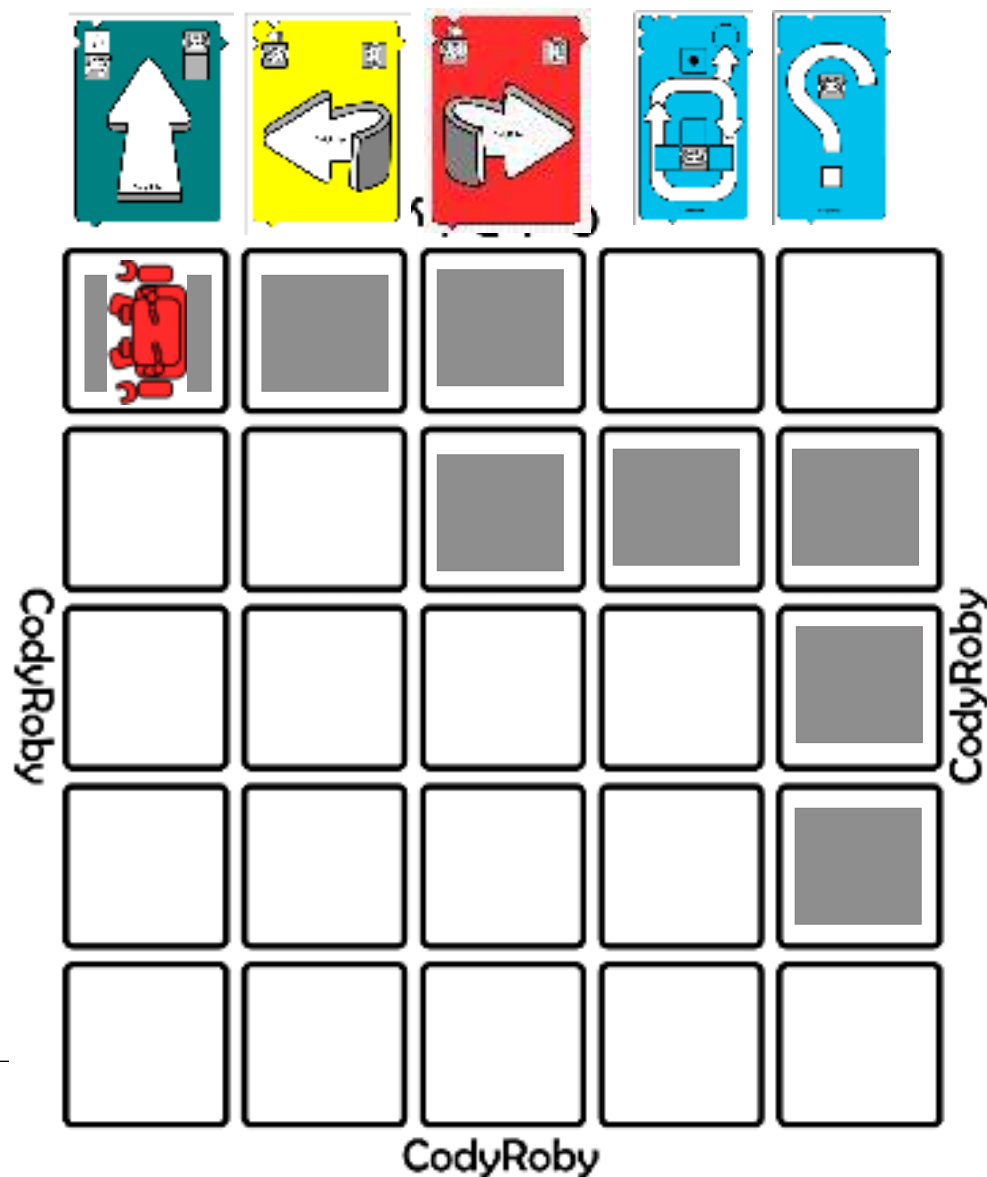


Cody Roby: le istruzioni cicliche

“Ripeti...”

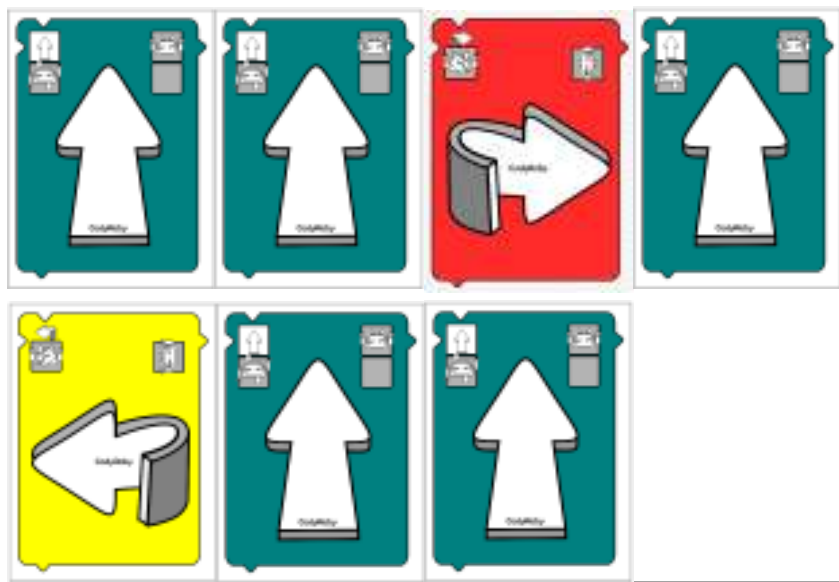
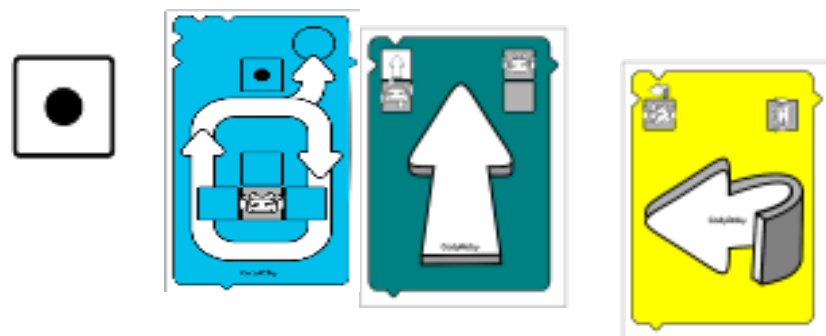


Coding unplugged: se il computer non c'è!

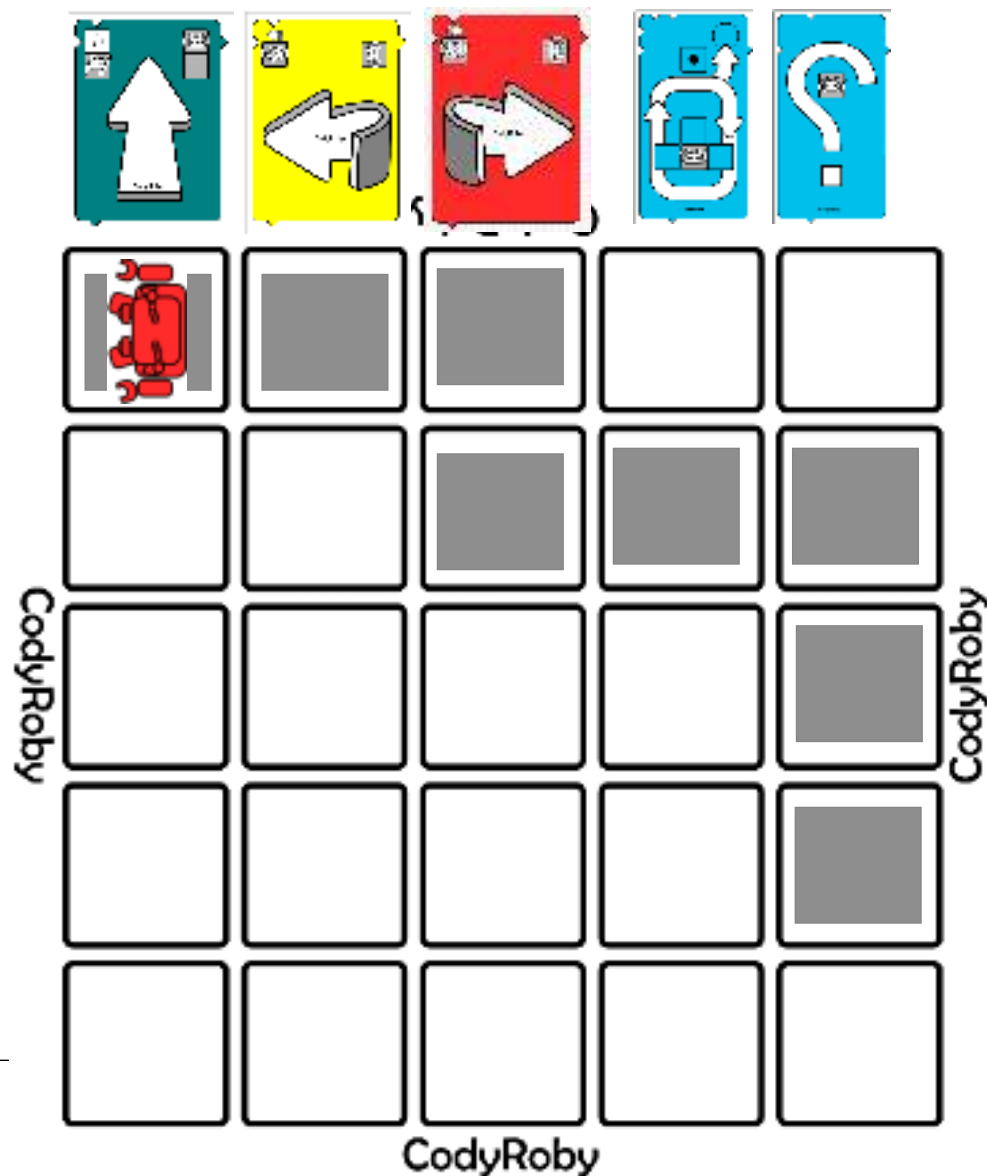


Cody Roby: le istruzioni cicliche

“Ripeti per n volte”

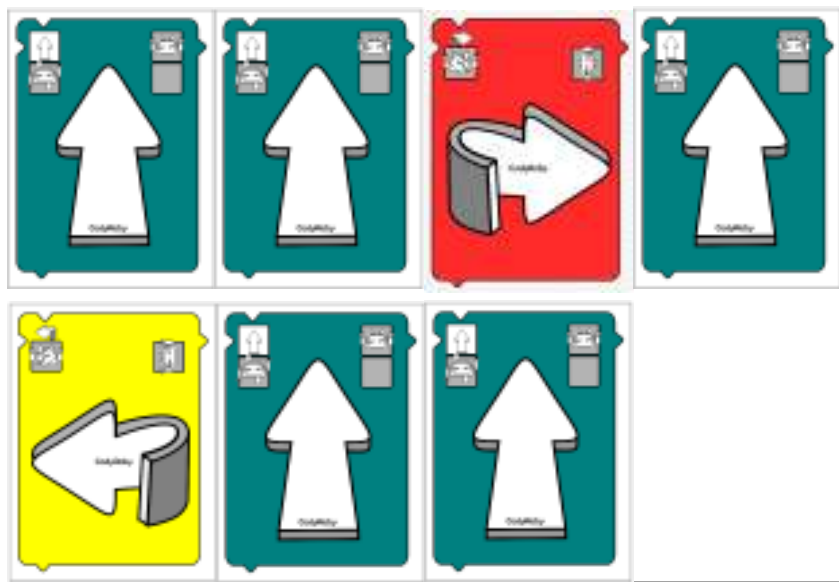
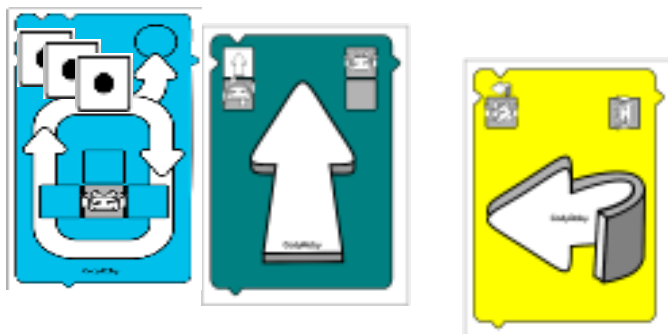


Coding unplugged: se il computer non c'è!

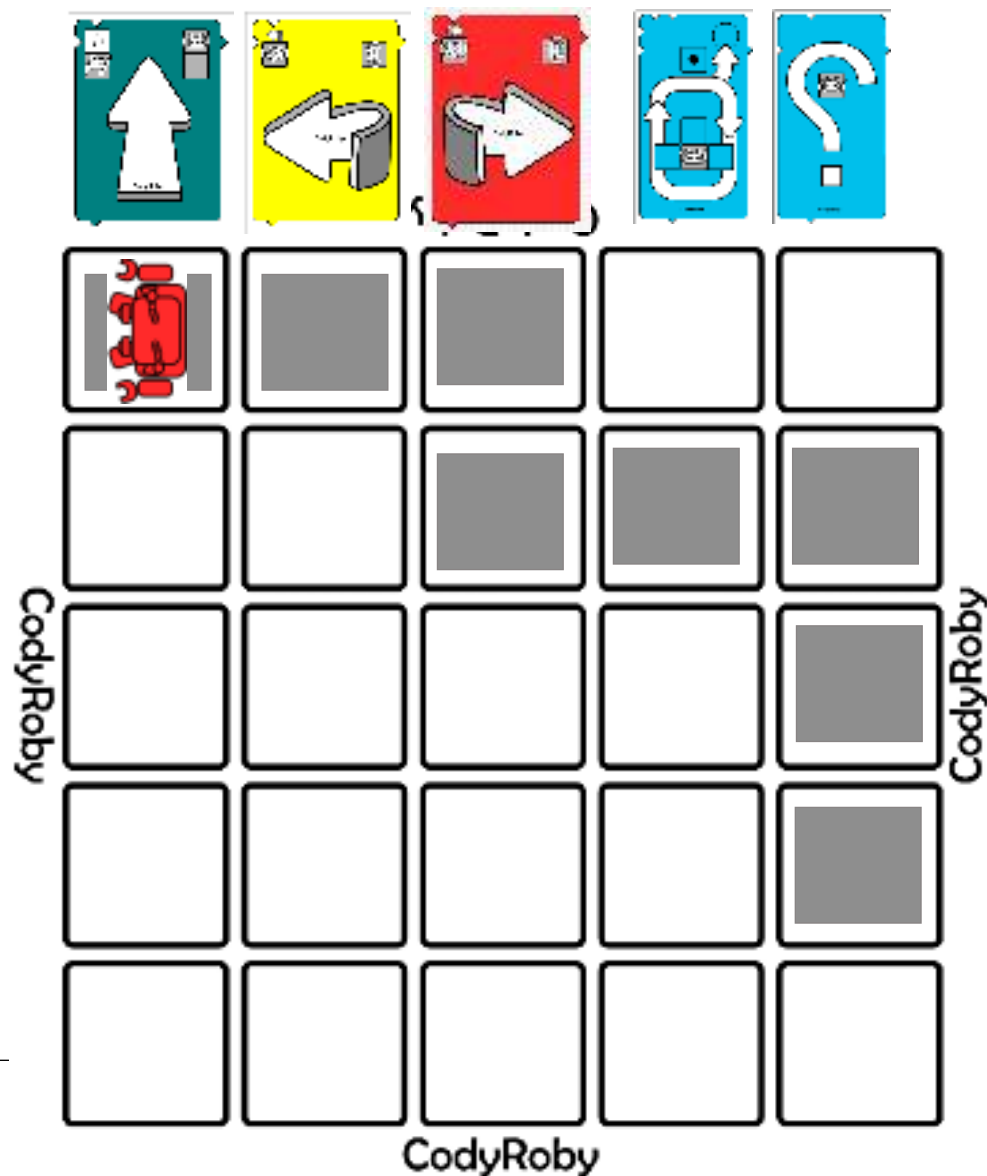


Cody Roby: le istruzioni cicliche

“Ripeti per 3 volte”



Coding unplugged: se il computer non c'è!

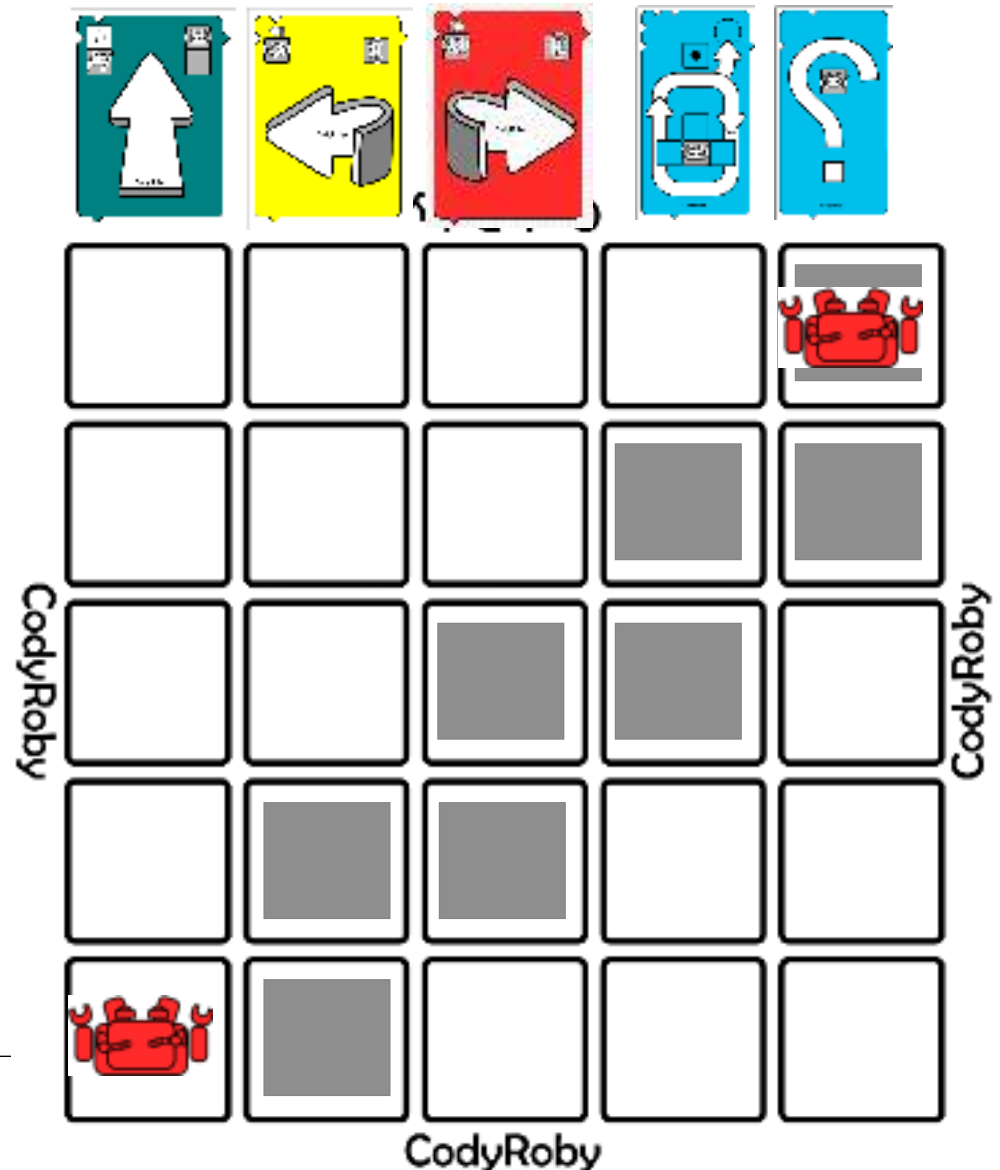


Cody Roby: le istruzioni cicliche

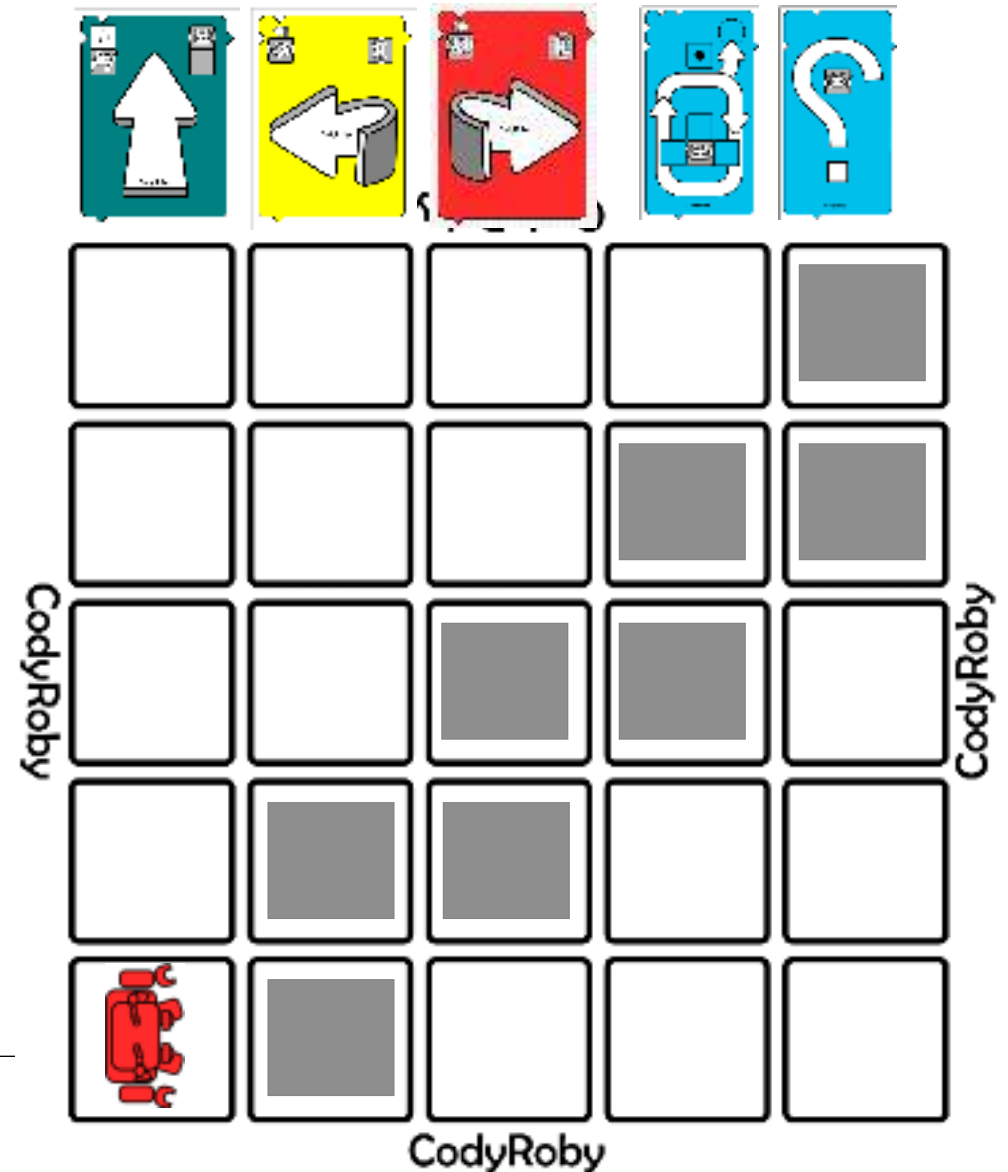
II PERCORSO

Programmiamo questo nuovo percorso.

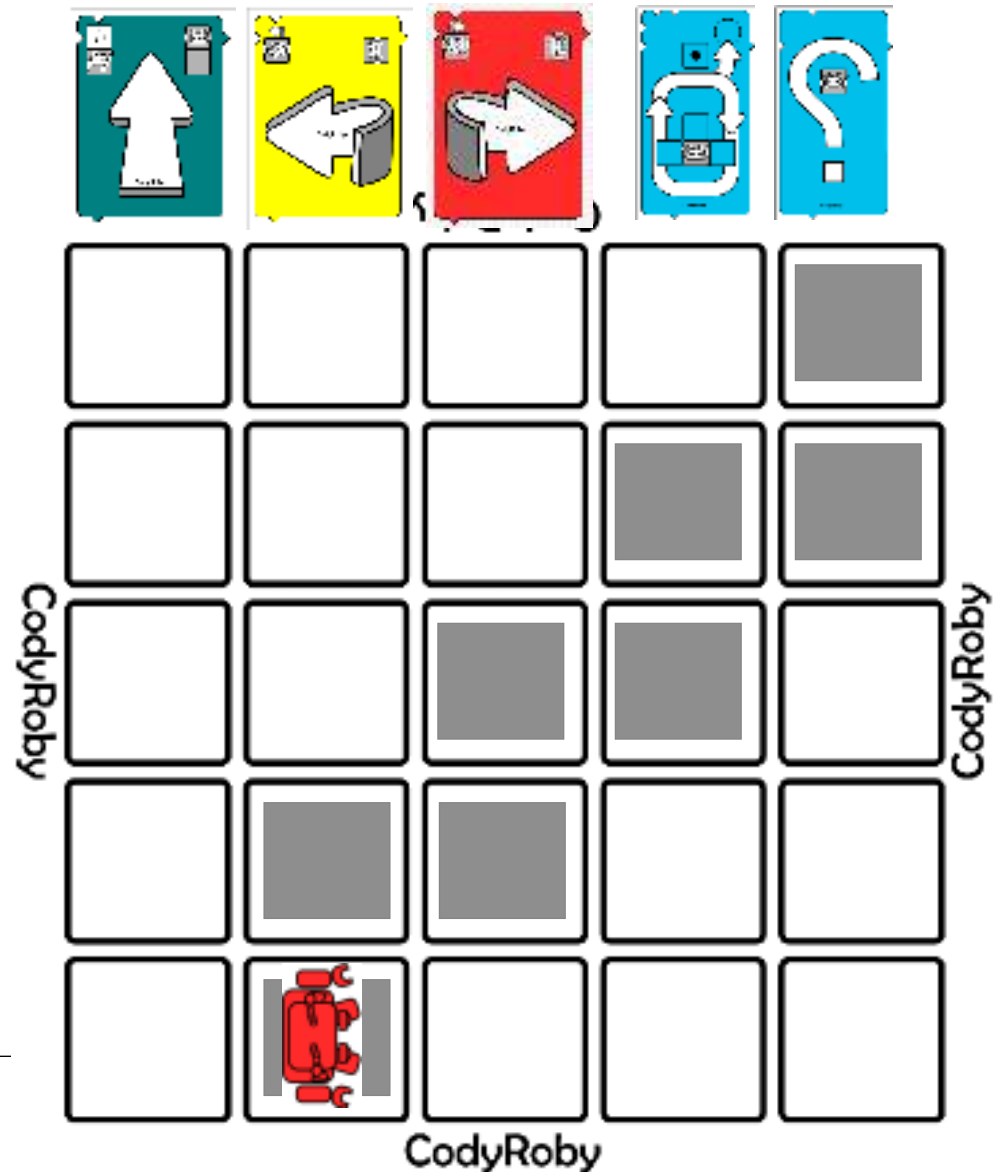
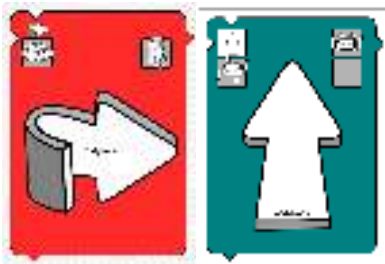
All'inizio non usiamo istruzioni cicliche.



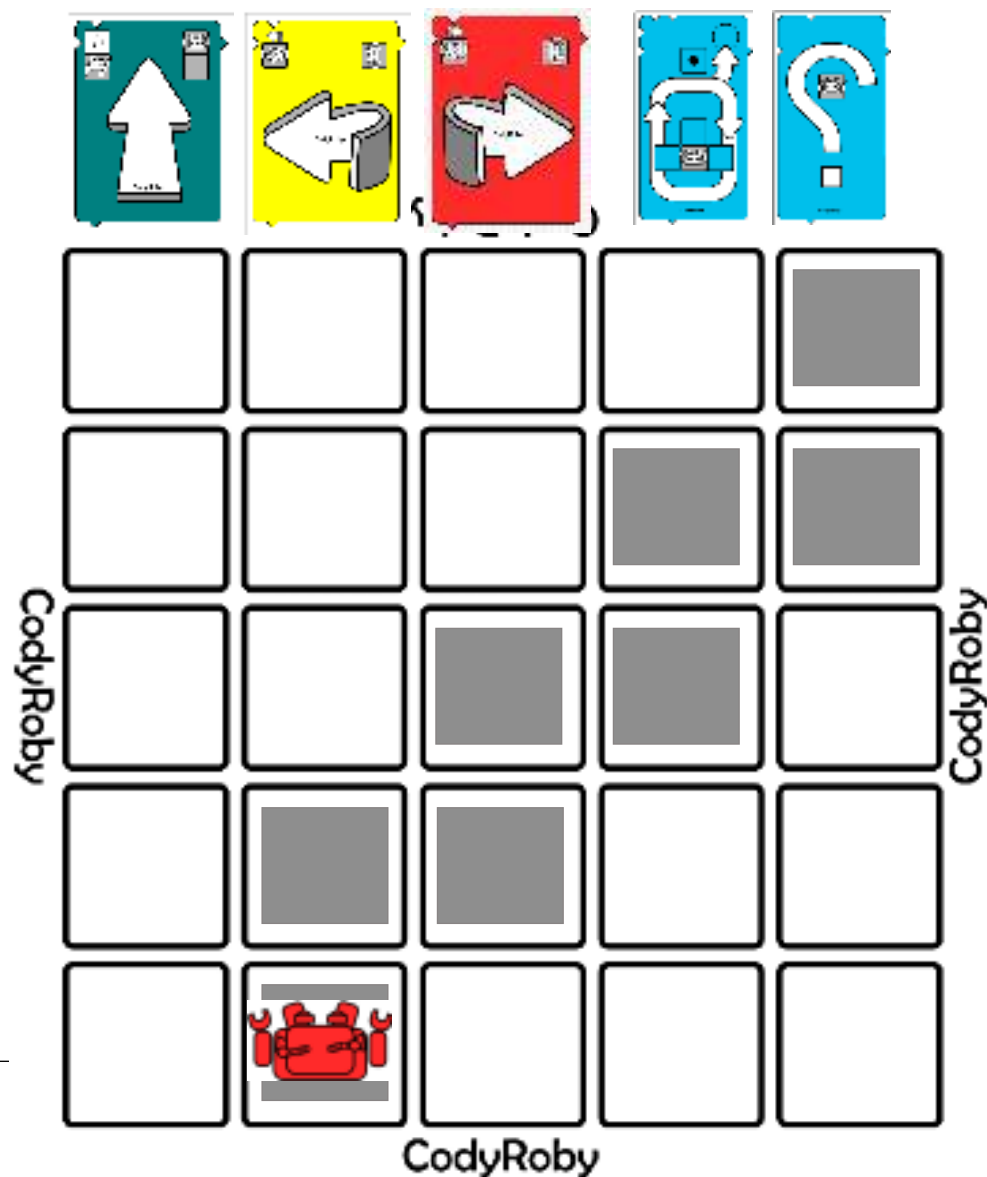
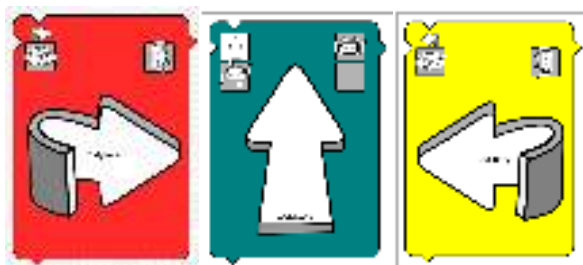
Cody Roby: le istruzioni cicliche



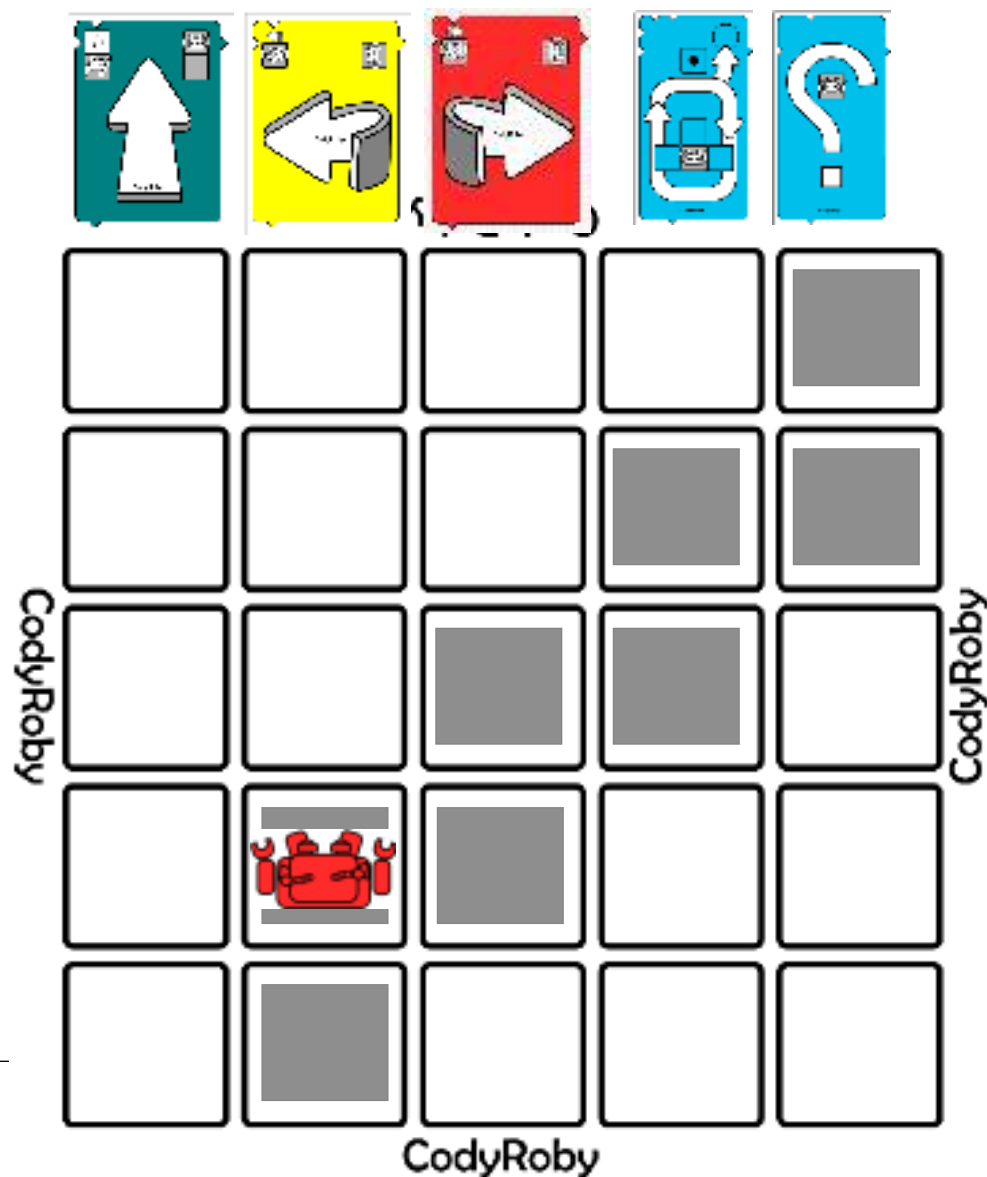
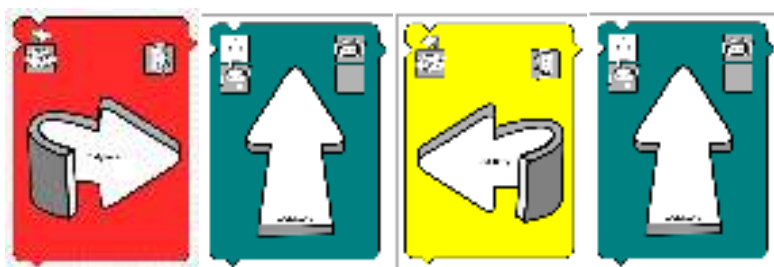
Cody Roby: le istruzioni cicliche



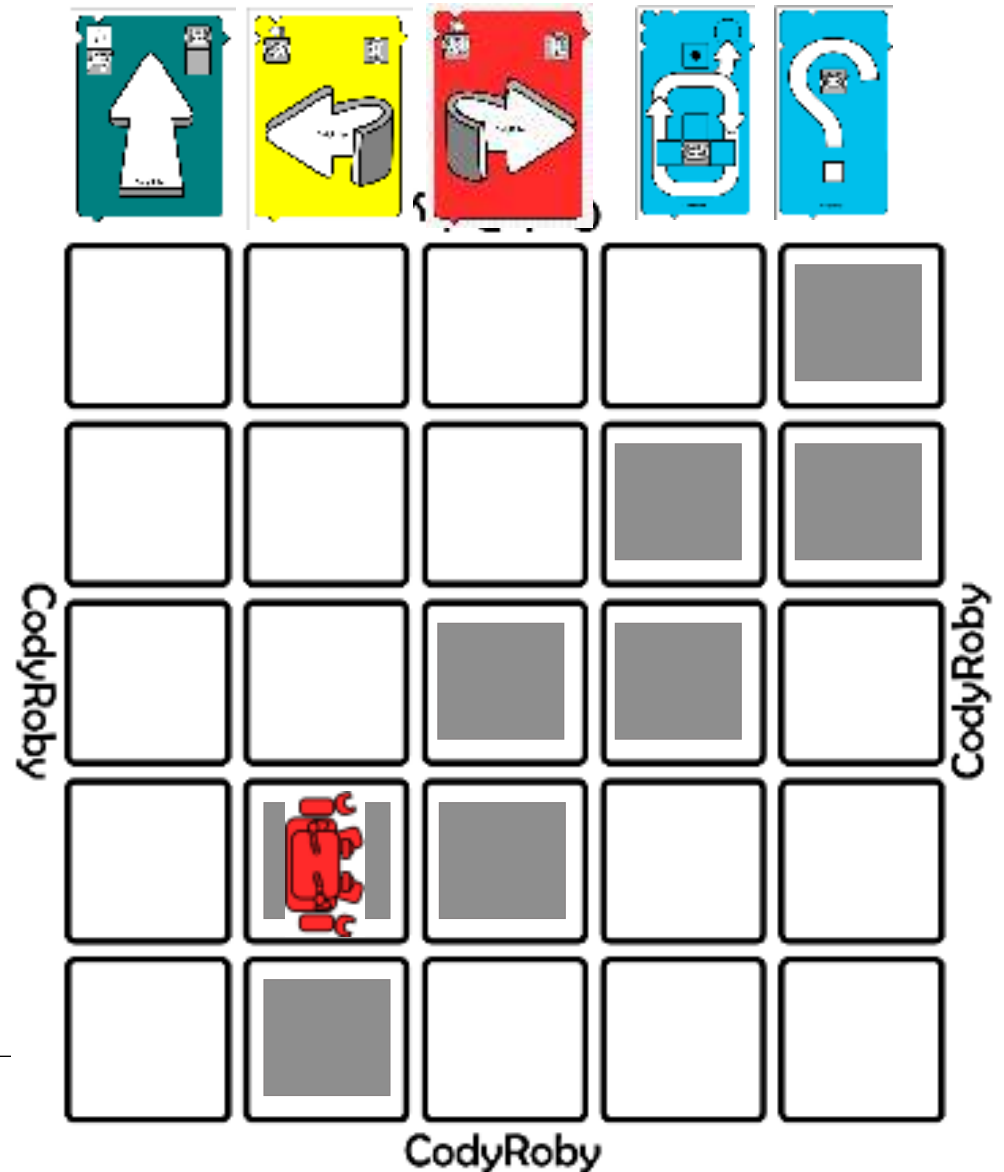
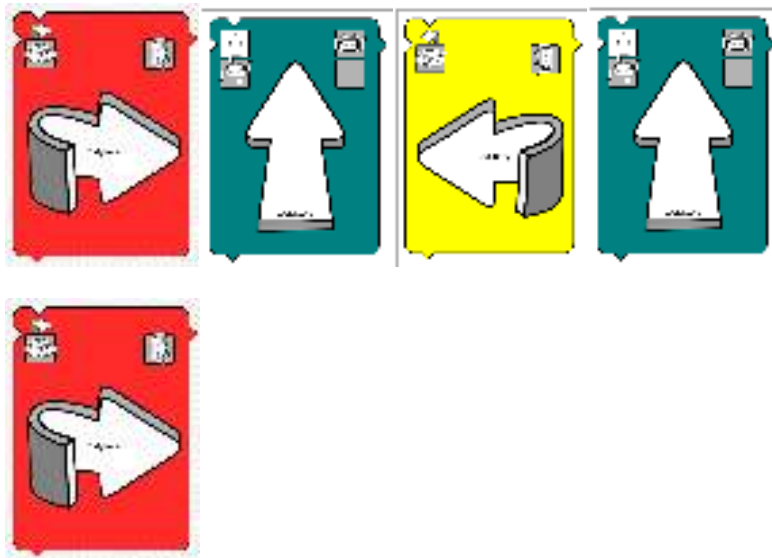
Cody Roby: le istruzioni cicliche



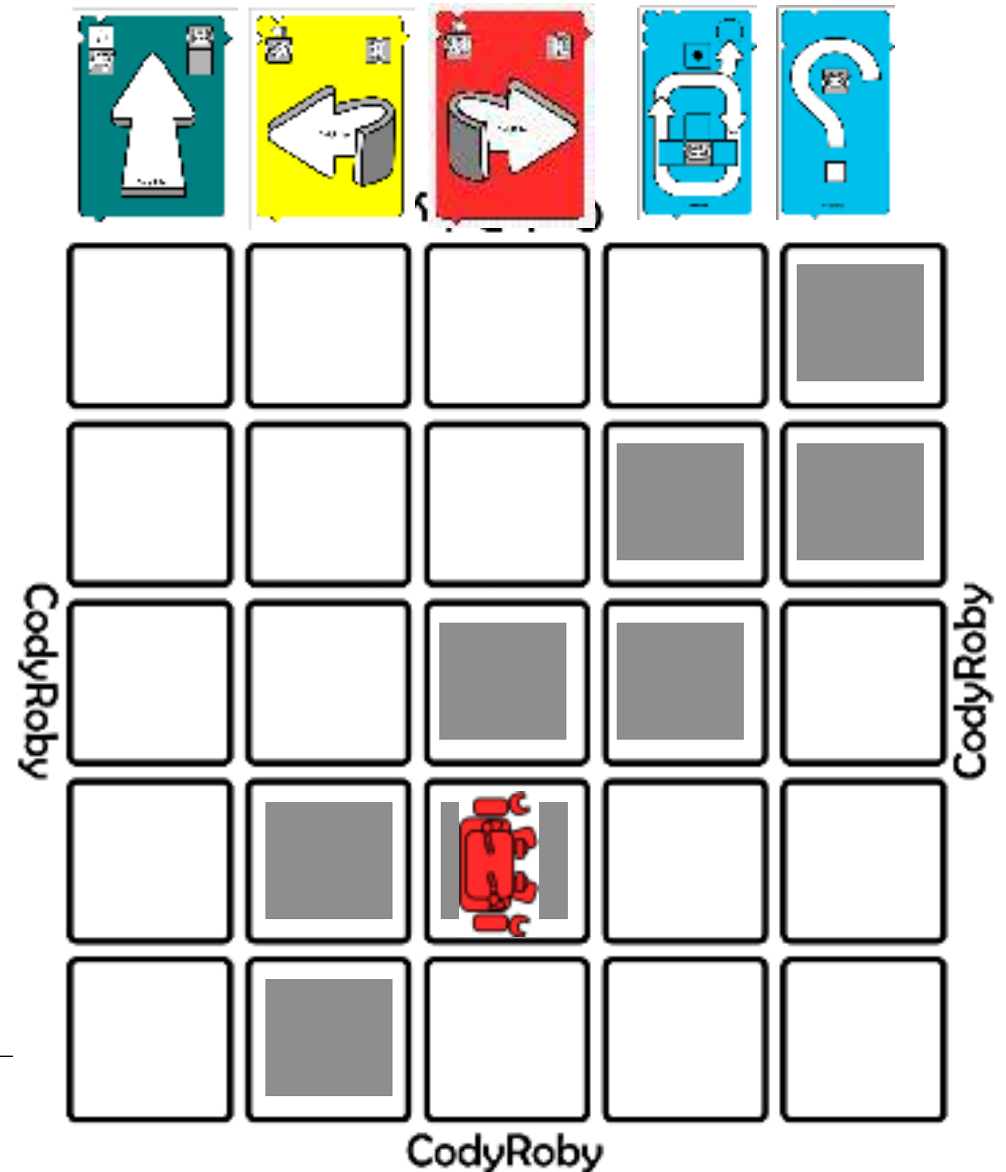
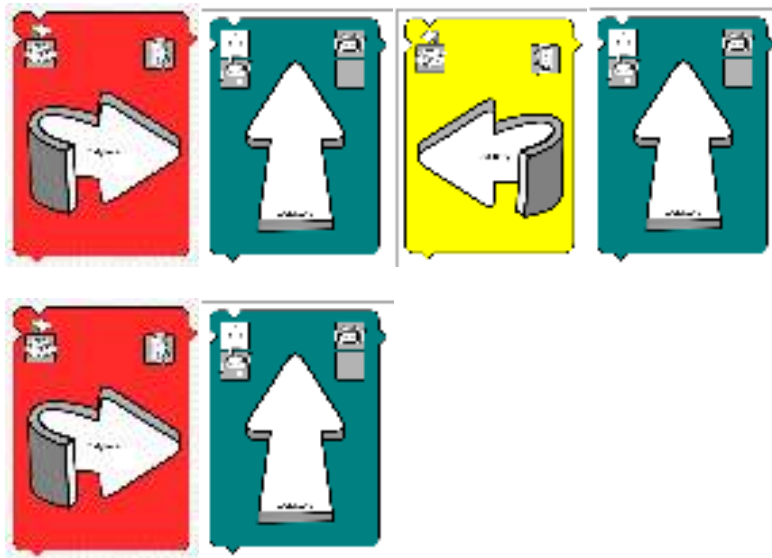
Cody Roby: le istruzioni cicliche



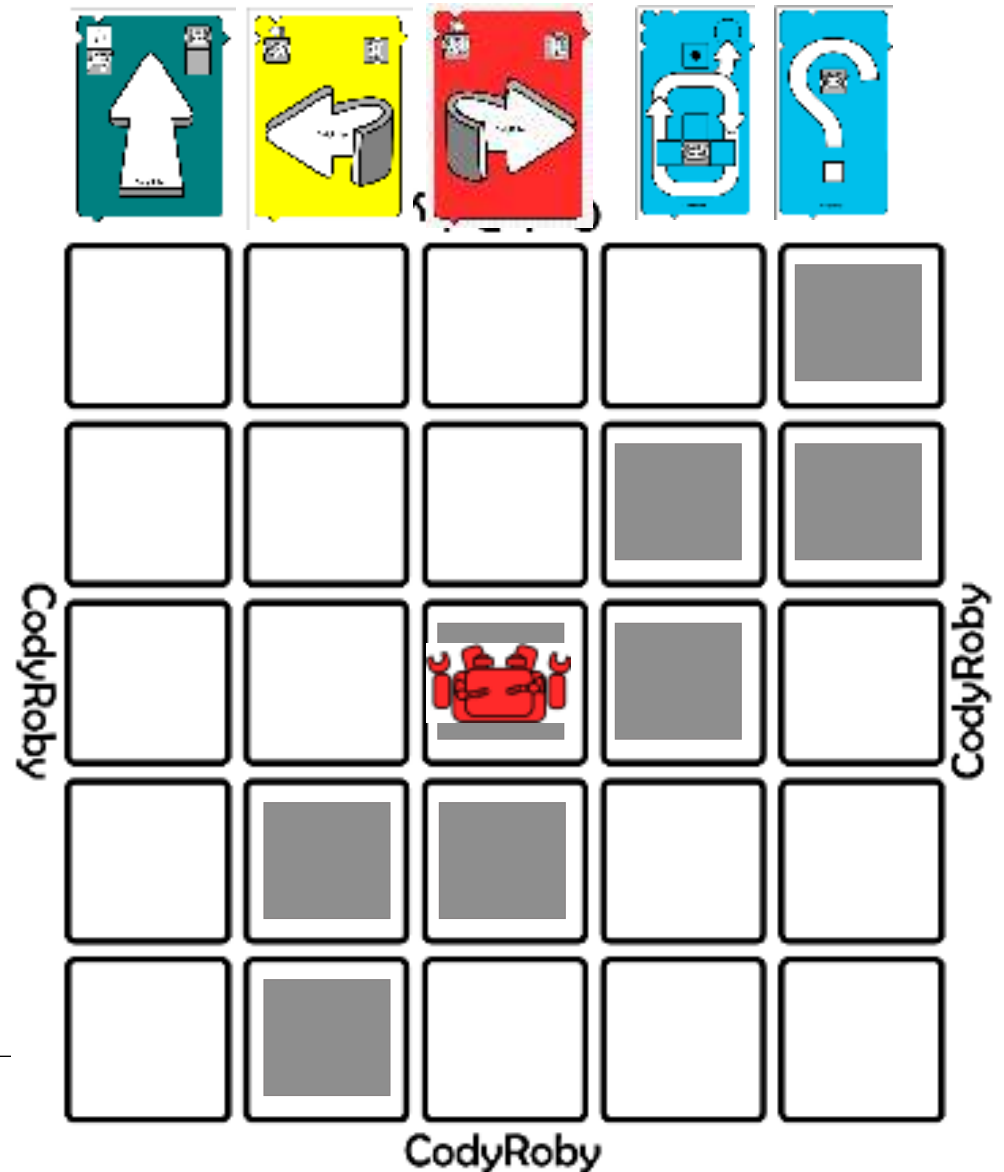
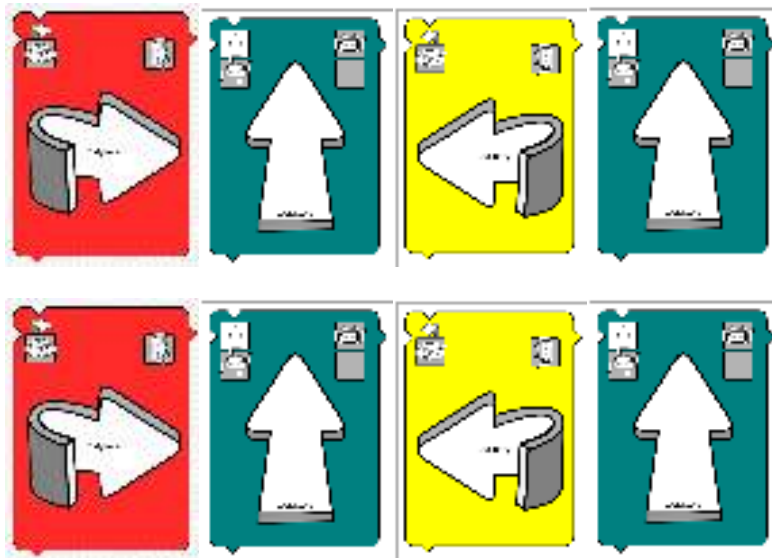
Cody Roby: le istruzioni cicliche



Cody Roby: le istruzioni cicliche

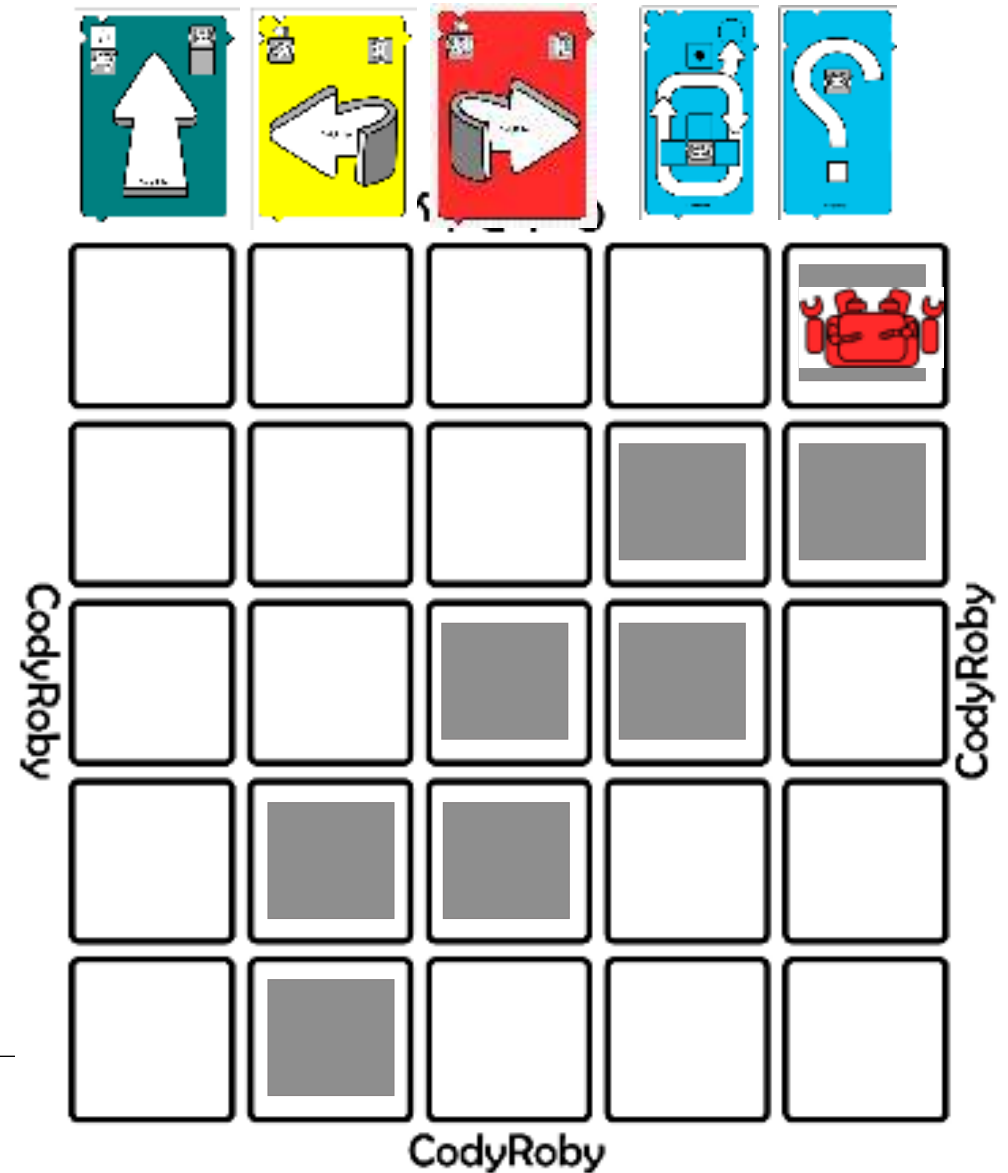
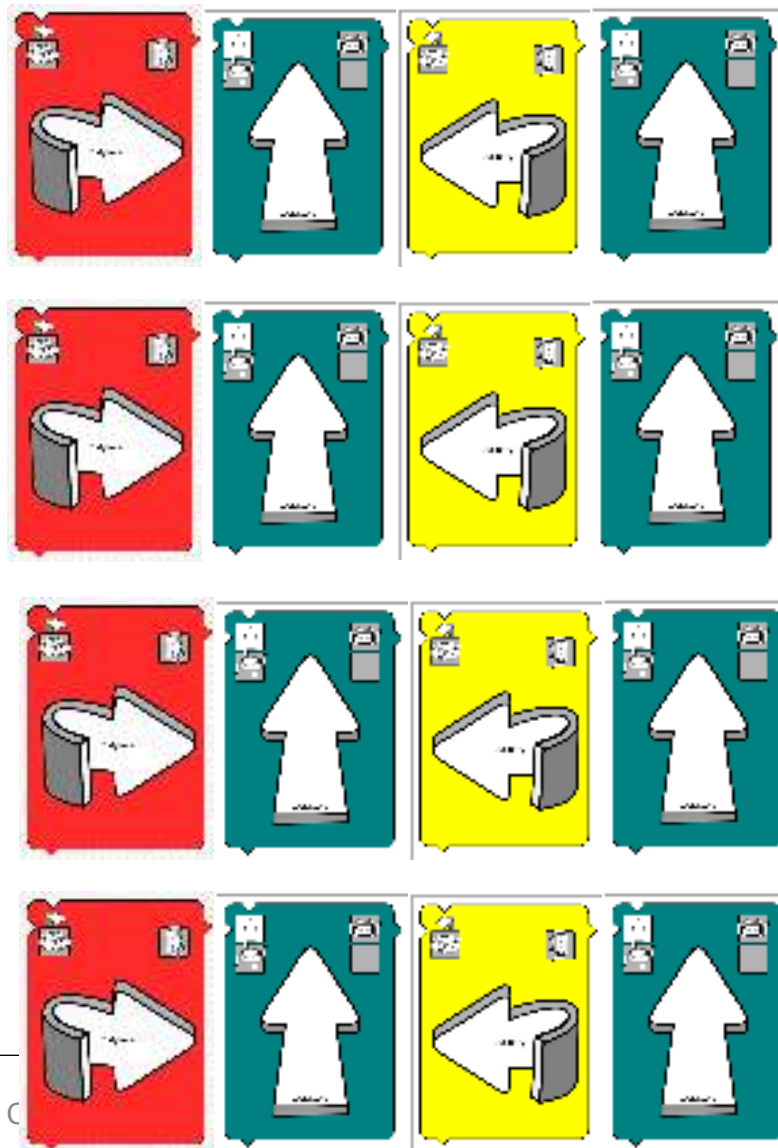


Cody Roby: le istruzioni cicliche



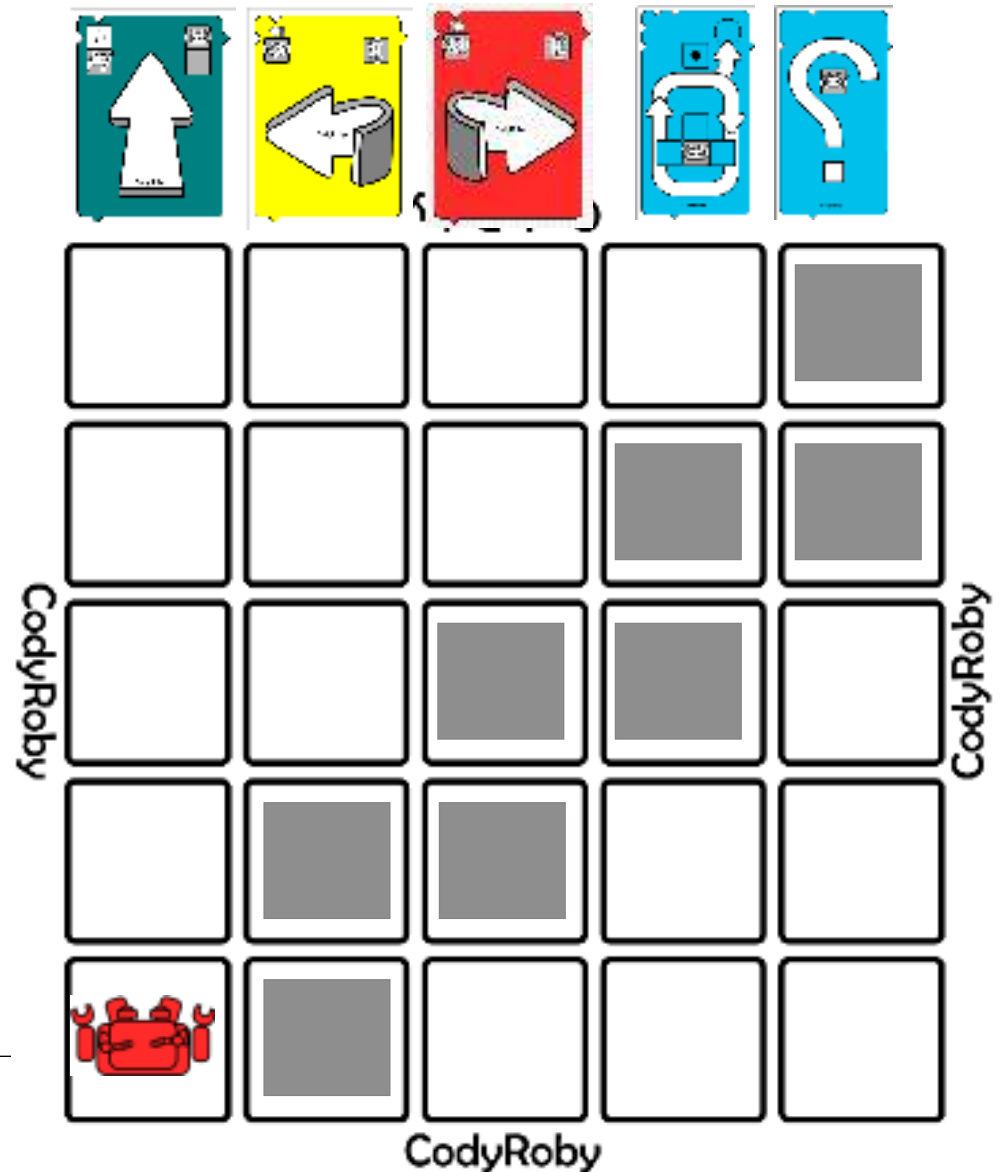
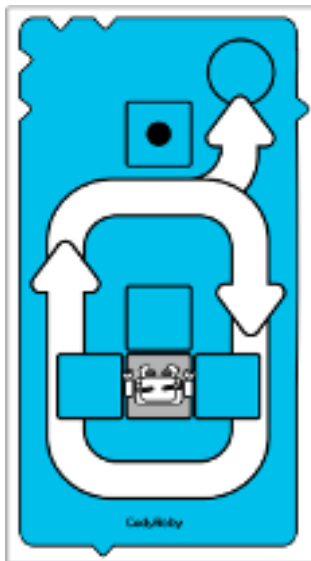
Coding unplugged: se il computer non c'è!

Cody Roby: le istruzioni cicliche



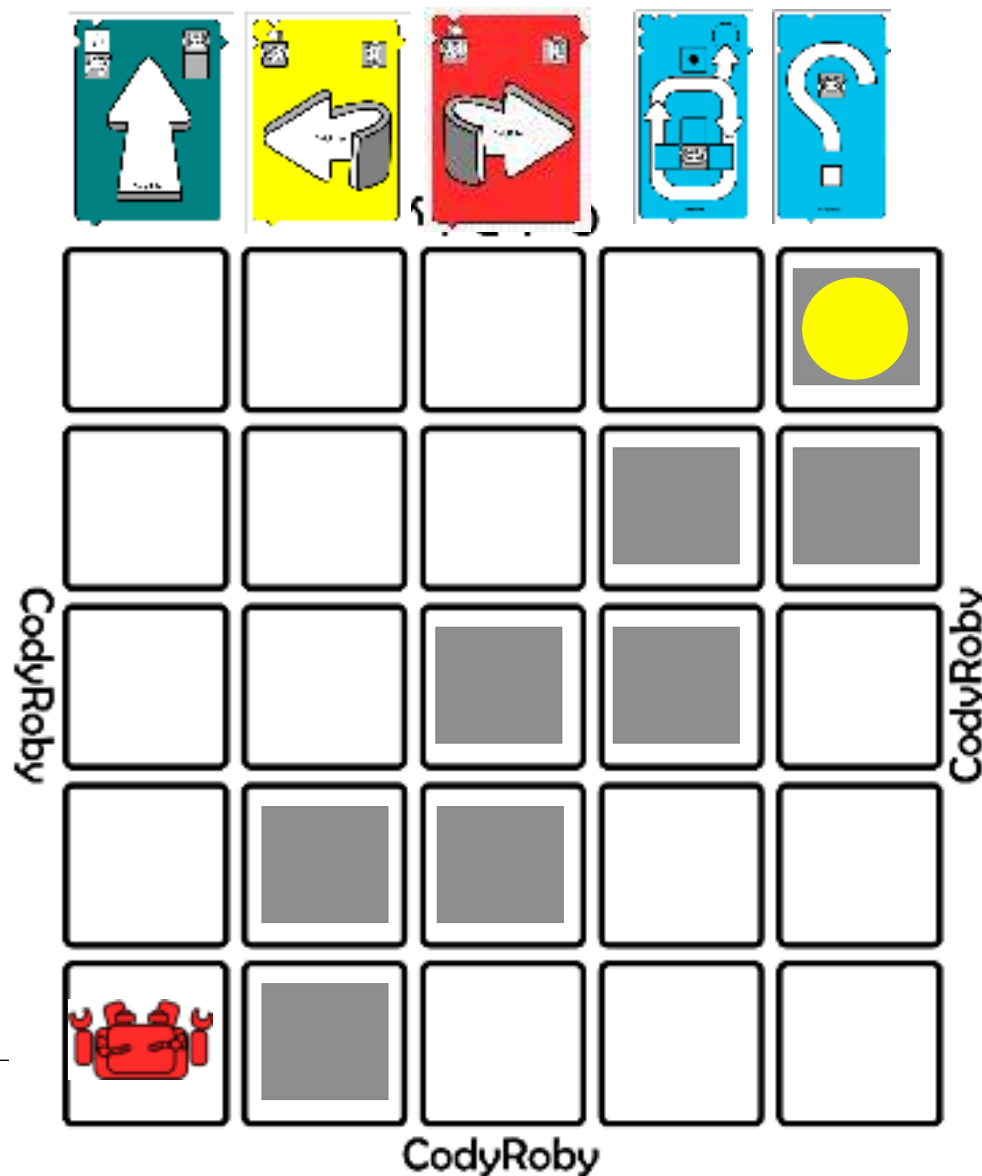
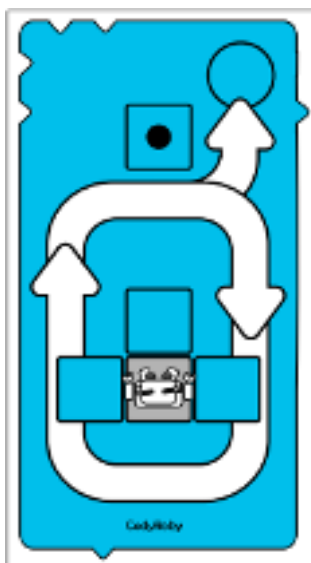
Cody Roby: le istruzioni cicliche

“Ripeti...”



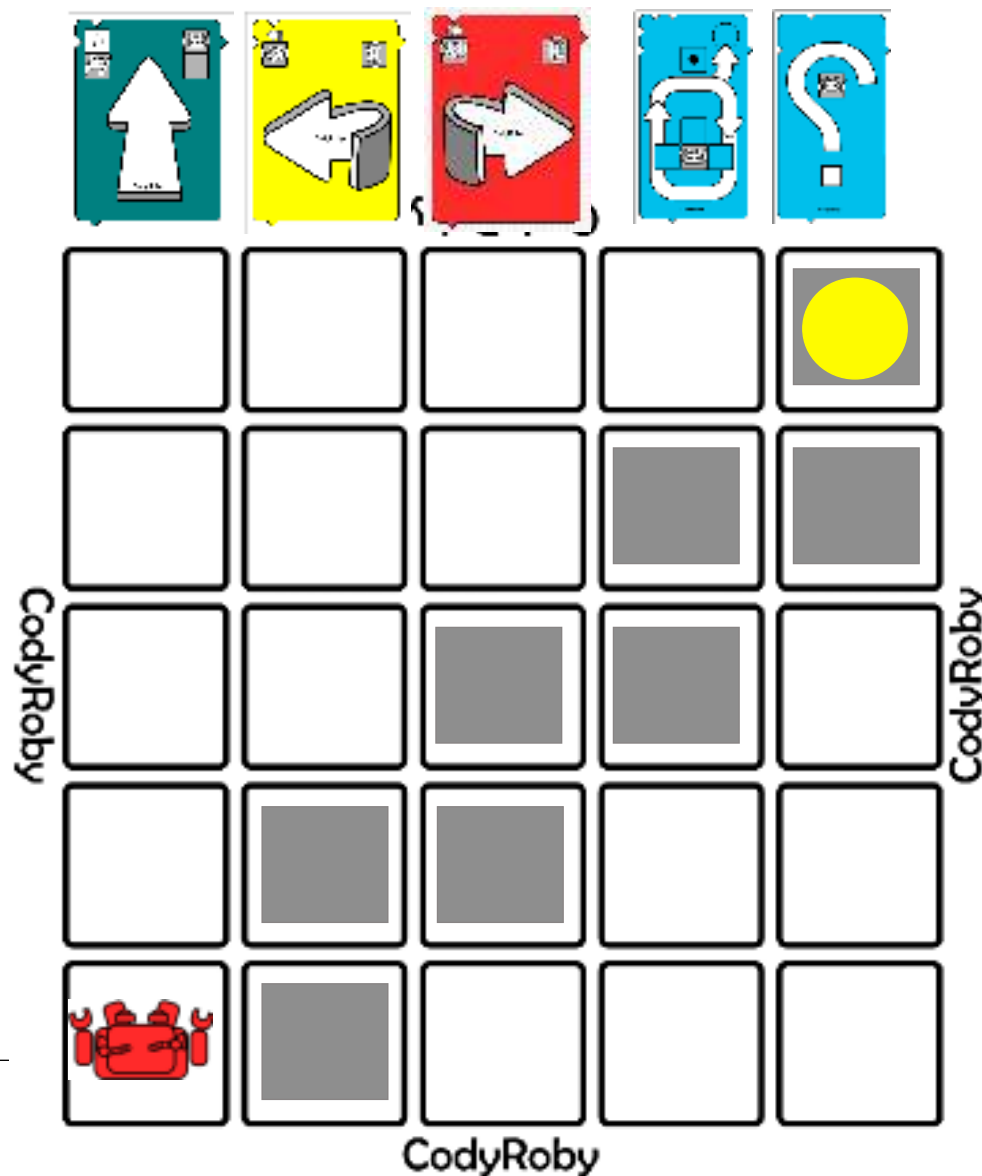
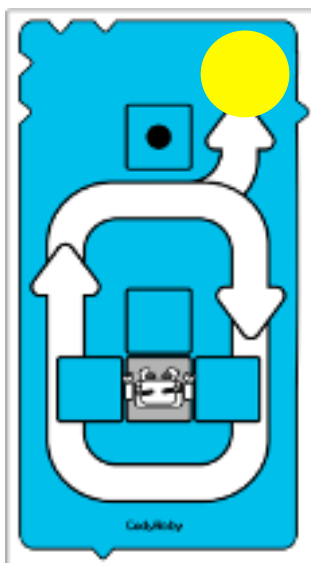
Cody Roby: le istruzioni cicliche

“Ripeti finché...”



Cody Roby: le istruzioni cicliche

“Ripeti finché non raggiungerai l’obiettivo”



Cody Roby: le istruzioni cicliche

“Ripeti finché non raggiungerai l’obiettivo”

